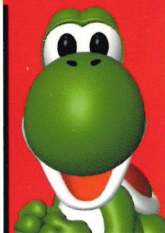




2 DISCS! **PLAYABLE CHEATS CD**

PLUS **DVD VIDEO**

CUBE



THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

**TWO
FREE
DISCS**

**2004'S LINE-UP
EXPLODED!**



**LETS YOU
PLAY JAP
DONKEY
KONGA
ON YOUR
PAL GC**



**FULL DETAILS
PAGE 6**

Nintendo®

STRIKES BACK!

Wind Waker 2 • Mario 128 • StarFox 2
Resident Evil 4 • Burnout 3
Mario Tennis • Pikmin 2
and more...

**WOW!
NINTENDO
REVEALS ITS
NEW GAME
SYSTEM**

RAINBOW SIX

Clancy's latest confirmed for GameCube, but how's it going to work? We're going in, skipper!

3

REVEALED

**ALSO
REVIEWED**

**SPHINX
NFL STREET
SONIC HEROES
BEYOND GOOD & EVIL**

007 EVERYTHING OR NOTHING

We've been expecting you, Mr Bond. Shurely shome mishtake!

REVIEWED

£3.99
29



ISSUE 29



"excite, enthuse and inform"

PRINCE OF PERSIA

THE SANDS OF TIME™



"A seriously enjoyable game."
91% - NGC

"So far ahead of any other
platformer" - CUBE

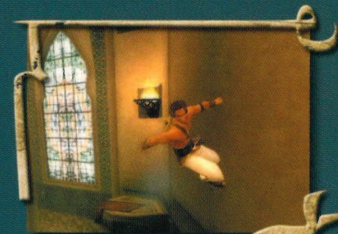
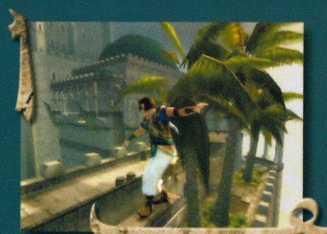
Best Action/Adventure Game
on Xbox/GameCube
- IGN E3 2003



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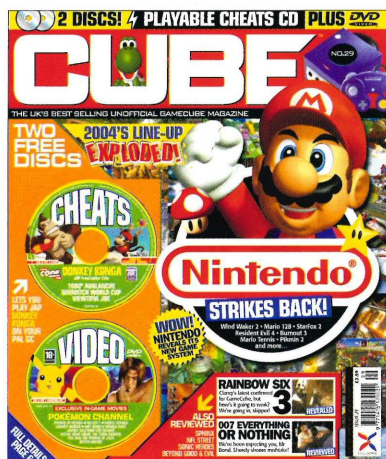
Taking Action Adventure
games to a new level



OUT NOW



UBISOFT™



WELCOME



IT'S SUPPOSED TO

be quiet this time of year, but we're up to our ears in quality gaming goodness this month thanks in no small measure to Ubi Soft whose hard-working guys and gals have really raised the bar for third party development. We've

gone into detail elsewhere in the issue regarding the relative failure of both *BG&E* and, to a lesser extent, *Prince Of Persia* on PS2 but these are truly wonderful games and it'll be interesting to see how they fare on GameCube. We predict rather more success than they've enjoyed up to now.

EA are rarely quiet, and they account for a further three of this month's reviews. *NFL Street* crashed in and it's a top blast, especially with two players. Even if you've got zero interest in American football there's plenty of bone-cracking fun to be had with it. *007 Everything Or Nothing* also arrived and turned out to be a pleasant surprise. We'd seen a fair bit of it during the development cycle but due to the dodgy nature of some of the driving sequences it was one that could easily have gone either way. Luckily it's fallen the right side of the line and can claim to be the best Bond since *Goldeneye*. In fact, for sheer Bondness, it's the most faithful game out there.

Last but certainly not least comes *R: Racing Evolution* which we seem to have been In-Depthing and previewing since the Ice Age. Is it *Ridge Racer*? Well, no. Is it *Gran Turismo*? Well, no. It falls somewhere between the two

and, although it starts off a little slow, provides the GameCube with a pretty good racing sim to complement the arcade perfection that is *Burnout 2*. Speaking of which, we've also got news, albeit unofficially, that *Burnout 3* is in development at Criterion Studios and will now be published by, wait for it... EA! Yep, the publishing behemoth has snatched the title away from Acclaim, but when we'll actually see it is anyone's guess at the moment.

THQ keep the good stuff coming with *Sphinx* and in fact the month's only let down is *Sonic Heroes*. Far from being the return to form we'd hoped for from Sonic Team, it's just an iffy idea poorly realised. Don't get downhearted though. Have a read of this month's feature as we take a look at the future of Nintendo, both short and long-term. The announcement of the Nintendo DS (see the news story on page 12) suggests Nintendo's strange fascination with dodgy concepts as indicated by its 'Connectivity is the future' assertions that cast a shadow over last year's E3 presence is alive and well. Just so long as it doesn't have a negative impact on software and 'real' console development, eh lads.

Check you later

Miles Guttery
Editor

AT A GLANCE

007 Everything Or Nothing	62
Astro Boy	117
Beyond Good & Evil	82
Conan	40
Hot Wheels: Highway 35 World Race	36
Jimmy Neutron: Jet Fusion	37
Metal Gear Solid: The Twin Snakes	46
Need For Speed: Underground	116
Sonic Battle	116
NFL Street	68
Phantasy Star Online III: C.A.R.D.	42
Prince Of Persia: Sands Of Time	54
R: Racing Evolution	72
Rainbow Six 3	10
Sonic Heroes	86
Spawn	38
Sphinx And The Cursed Mummy	78
SpongeBob SquarePants: BFBB	60
Tak And The Power Of Juju	34
Teenage Mutant Ninja Turtles	08

CUBE

ISSUE TWENTY NINE

CONTENTS

ON
THE DISC
★★★★★
PAGES 6 & 7
★★★★★



CUBE – We know games, we know life, we know where you live...



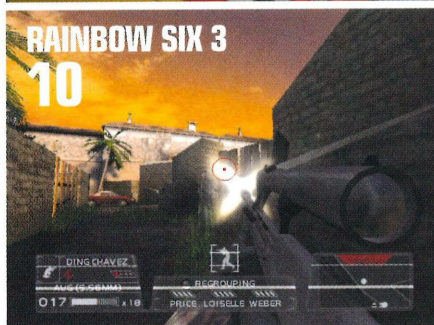
42 Use cards to kill people online like some futuristic hi-tech game of poker.



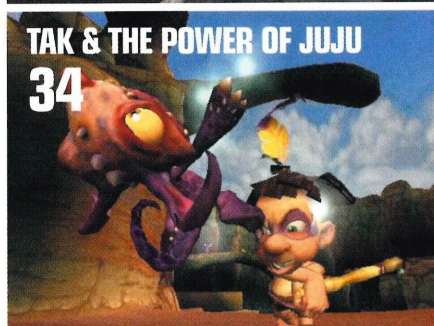
METAL GEAR SOLID
46 Even more brand-spanking new screens and information on *The Twin Snakes*.



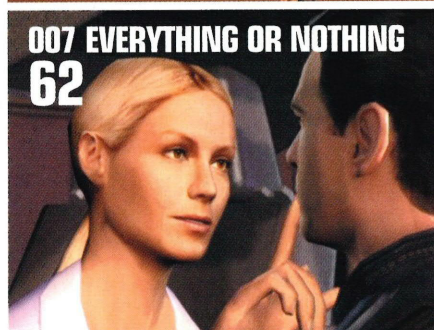
TEENAGE MUTANT NINJA TURTLES
08



RAINBOW SIX 3
10



TAK & THE POWER OF JUJU
34



007 EVERYTHING OR NOTHING
62

UP FRONT

Turtles with sticks against guys with guns. Place your bets!
Teenage Mutant Ninja Turtles08
Rainbow Six 310

GCN

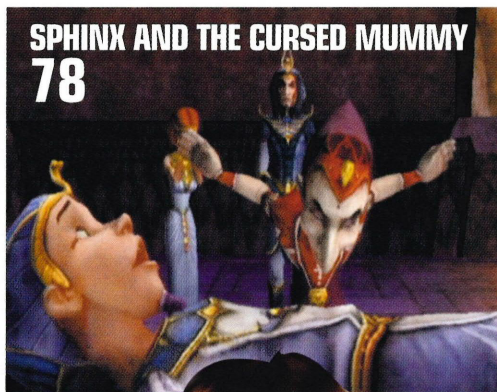
Scavenging around the world of Nintendo, searching and stealing all the latest news for you to gorge your brain on. Read and learn.
.....12

PREVIEWS

Games that usually we can't wait for, then this lot come along and we sigh quite a lot. *Jimmy Neutron* – harrumph.
Tak And The Power of Juju34
Hot Wheels: H35WR36
Jimmy Neutron: Jet Fusion37
Spawn38
Conan40

IN-DEPTH

There's still more to be said on Snake's astounding remake and things get all fiddly with *PSO's* new battle system.
Phantasy Star Online III: C.A.R.D. . .42
Metal Gear Solid: TTS46



REVIEWS

Ubi Soft's two biggies finally get their **CUBE** reviews. About time!

Prince Of Persia: Sands Of Time54
SpongeBob SquarePants: BFBB60
007 Everything Or Nothing62
NFL Street68
R: Racing Evolution72
Sphinx And The Cursed Mummy78
Beyond Good & Evil82
Sonic Heroes86

NETWORK CUBE

Want to get across your point of view? Get in here then!

Viewpoint94
Forum Frenzy96
Reader Reviews97
Beat The World98
Cheating Monkeys100
Action Replay102
Guide: The Sims: Bustin' Out106
Directory118
Horizon122
Back Issues126
Subscriptions128
Back Page130

ADVANCE

A little console with more games than any other. Weird, no?

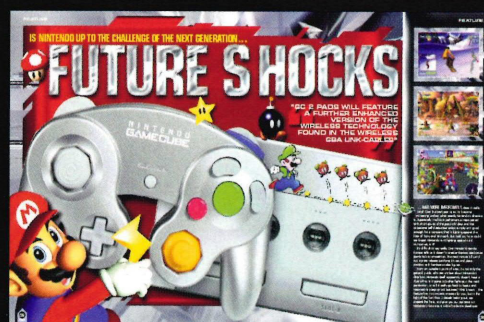
Need For Speed Underground116
Sonic Battle116
Astro Boy117



At last Sony's PS2 Christmas fascism ends and we can play one of the finest games ever. Get your baggiest trousers out and limber up for the prince.

2004 & BEYOND

28 After some questionable decisions throughout last year, just what is going on with Nintendo today and what can we expect next from the company that wants to make gaming 'simple'?



POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DVD

■ We've been inundated with game intros this month, and as such you can expect a whole load of FMV on the disc, with the most impressive coming from Namco's mammoth RPG *Baten Kaitos*. There's also some impressive new footage from *Metal Gear Solid* and everyone's favourite ape gets a look in too.

- PikaPika! is blowing the Trumpet.
- 
- A yellow PikaPika! character is shown from the waist up, holding a small brass trumpet to its mouth and blowing. It has its eyes closed in a happy expression. The character is standing on a green grassy field with several small white and yellow flowers. In the bottom left corner, there is a white hand icon with the index finger pointing towards the character.

 Some fantastic cut-scenes courtesy of Kitamura-san... and our Video Disc.



SLAP IN AND PRESS PLAY

A hand is holding a DVD disc. The disc has a green background. At the top, it says "VIDEO" in large white letters. To the right of "VIDEO" is a "DVD" logo. On the left, there is a "16+" rating logo. Below the rating is a picture of Pikachu. To the right of Pikachu is a picture of a man with brown hair. Below these pictures, it says "EXCLUSIVE IN-GAME MOVIES" in red letters. Below that, it says "POKÉMON CHANNEL" in large white letters. At the bottom, it lists several anime series: "POINDED BY PERSIAN KILLED 7 & COMIC HEROES", "DYNAMIC PERSIAN & NEW PERSIAN PERSIAN PACE", "ANALYTIC MATHSION OUT GENSION", "MATHSION SQUAD 3000, THE PERSIAN PERSIAN", and "THE AND THE PERSIAN OF JAZZ".

2



Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

When you insert the VIDEO disc you'll see the main menu from which you can make your selection



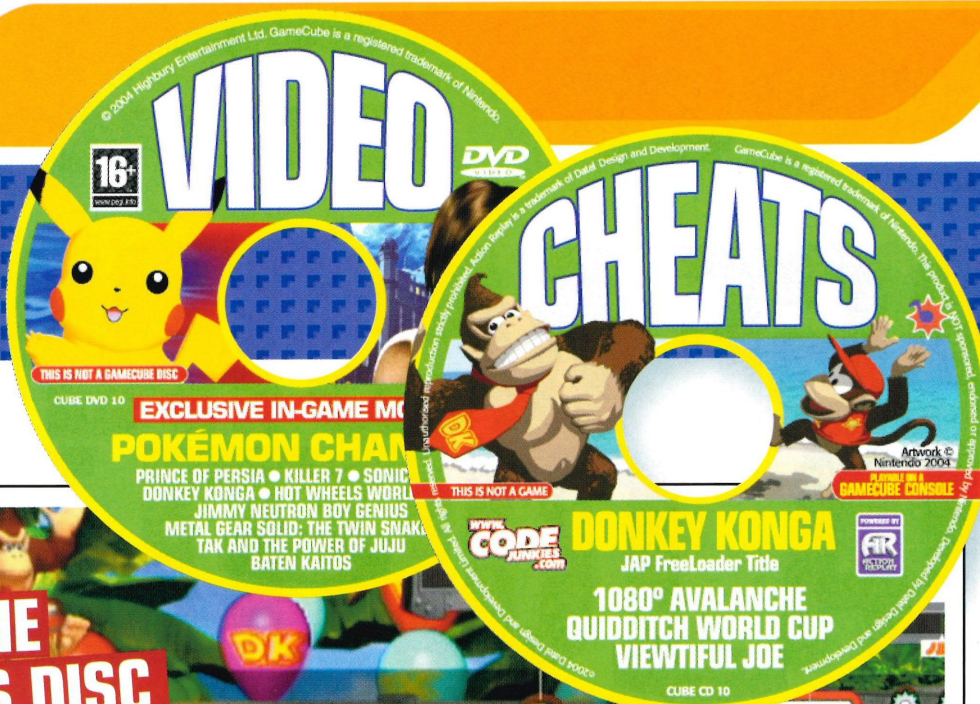
Navigate using your remote control.



Choose from a whole load of movies.



There's a new girl in town.




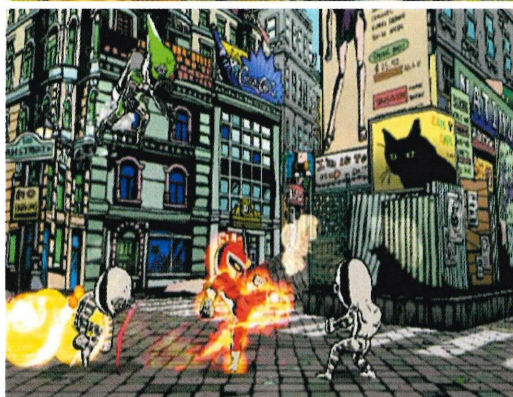
ON THE CHEATS DISC



WARNING!

■ Using these cheats may permanently damage your game save files. **CUBE** advises you to remove your Memory Card before using the Cheats Disc. **CUBE** takes no responsibility for corrupted save files.

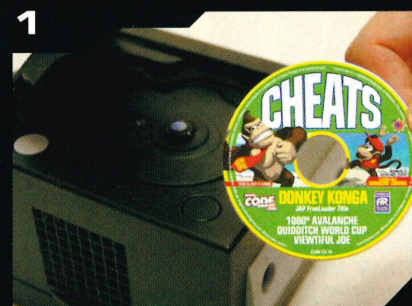
- **DONKEY KONGA (JAP)**
FREELOADER
TONS OF CASH
DON'T LOSE SCORE ON MISSES
- **1080° AVALANCHE (PAL)**
ALL 5 COIN PIECES
NO DAMAGE
UNLIMITED JUMP TIMER
DOWNHILL BOOST (PRESS )
- **VIEWTIFUL JOE (PAL)**
INFINITE HEALTH
INFINITE VFX POWER
INFINITE LIVES
- **QUIDDITCH WORLD CUP (PAL)**
P1: FULL BOOST
ALL CARDS GAINED



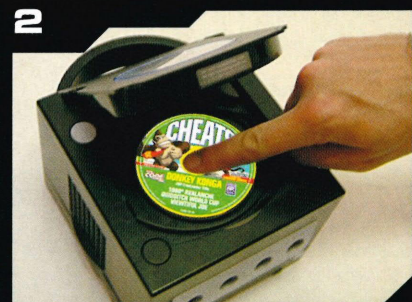
USING THE CHEATS

CHEAT TO WIN

Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. You can also use the disc to play a Japanese copy of *Donkey Konga* on your PAL GameCube.



Simply slap it in and boot up your machine...



...then follow the simple prompts.

FREELOADER!

THINGS CAN ONLY GET BETTER



As always, the CHEATS disc also contains a cut-down FreeLoader function that will enable you to play an import title of our choice on your PAL GameCube. This month:

NAME: DONKEY KONGA
REVIEWED: ISSUE 28 ● **SCORE: 9.2**

With no date for either a US or UK version on the cards, this will be the only way to play the game for a while to come. All you need now are four sets of drums and your life will be complete!

UP FRONT

TEENAGE MUTANT NINJA TURTLES

Pizza! Cowabunga! Vanilla Ice! Those wacky turtles...

CUBE

INFORMATION

TEENAGE MUTANT NINJA TURTLES

PUBLISHER: KONAMI

DEVELOPER: IN-HOUSE

ORIGIN: US

GENRE: BEAT 'EM UP

PLAYERS: 1-2

WHAT'S NEW

✓ NEW SCREENS

✓ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✗ CHARACTER INFO

✗ STORYLINE SPOILERS

● **HANDS ON:** We get our teeth into the latest build of this awesome brawler.



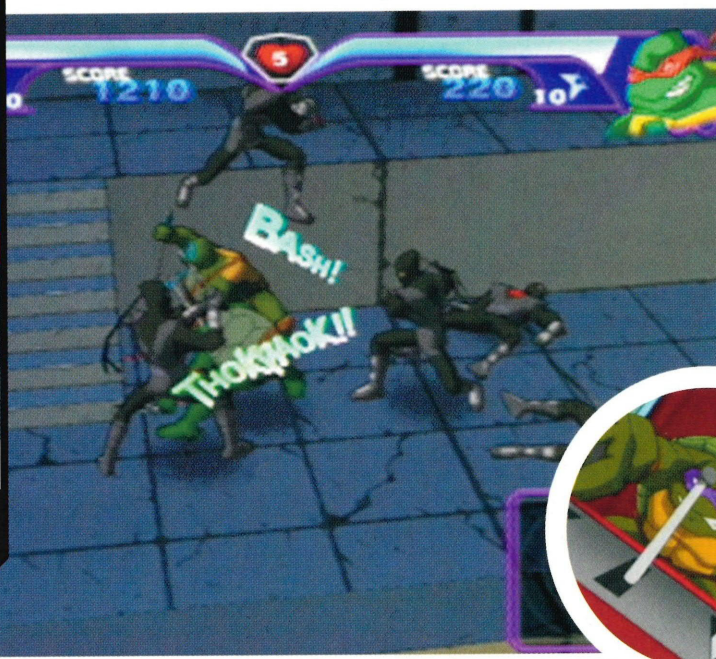
OUT NOW



TBA



OUT NOW



WHEN IT COMES to awesome things, you can't get much better than the *Teenage Mutant Ninja/Hero Turtles*. Whether they're riding around in their huge blimp, crashing Bebop and Rocksteady's heads together, wiping out the Foot Clan or just chilling out with some pizza, they're always at the height of bodaciousness. Also, their only form of clothing is a couple of coloured bands. Whoever can get away with that is money in our books. Shame that we haven't seen them around for a few years then... well, until now that is.

But what's this?! It's not just the game licence here that's something of a revival, but also the genre. Crolling beat 'em ups haven't really been seen since the early nineties either! As you might guess from the screenshots, *Teenage Mutant Ninja Turtles* has you picking your favourite hero in a half-shell and taking them on a journey thorough various stages and hundreds of bad dudes,



⬆ Hittin' like a Ninja Turtle when the bass kicks in.

"IT'LL DEFINITELY APPEAL TO THE OLD SKOOL THANKS TO ITS CLASSICALLY-STYLED GAMEPLAY AND THE LICENSE ITSELF"

UP FRONT
TEENAGE MUTANT NINJA TURTLES

hacking, slashing and slicing all the way. These moves are all dealt with ease, and along the way you'll learn new techniques from hidden scrolls and your mentor, Splinter the rat. The only problem with this set-up that we've encountered so far is the lack of a block button – if you get caught on the receiving end of a combo there's nothing you can do about it until it's finished. A problem that speaks for itself. True, there is a dash button that helps you avoid attacks to a certain extent, but this is no substitute for proper defensive moves.

The levels themselves are never too complex; sometimes you'll come across an area with simple traps like lasers and spinning buzz-saws, but these can be avoided easily with a little care. By far the coolest feature has to be the exploding barrels though. Hit them once and they'll fly into the air, landing and blowing up. With a little practice you can toss them anywhere you like – just be careful that your green-skinned counterpart doesn't get caught up in the blast or there'll be turtle soup on the menu.

The other letdown so far are the multiplayer modes (cooperative and versus) which are limited to only two players. Although, as long as the two-player game is good enough, we can live with that.

Because of its simple mechanics and limited scope the, *Turtles'* chances of success revolve around staying fresh throughout the levels. More specifically, by introducing new elements at every turn, rewarding the player with massive bosses, new moves and characters. It'll definitely appeal to the old skool thanks to its classically-styled gameplay and the license itself, but whether it will have the depth to convert non-believers remains to be seen.



YO! It's the green machine, gonna rock the town without bein' seen...



CUBE

INFORMATION

RAINBOW SIX 3

PUBLISHER: UBISOFT

DEVELOPER: RED STORM

ORIGIN: FRANCE/CANADA

GENRE: SHOOT-'EM-UP

PLAYERS: 1

WHAT'S NEW

✓ NEW SCREENS

✗ NEW LEVELS REVEALED

✓ GAMEPLAY DETAILS

✓ CHARACTER INFO

✗ STORYLINE SPOILERS

● **TACTICAL ACTION:** Command a squad of elite Rainbow operatives to combat terrorists around the world.



TBA

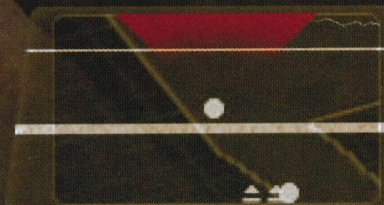
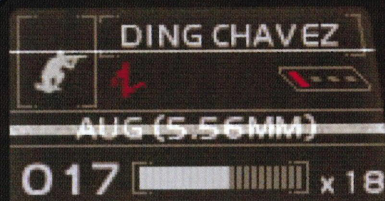


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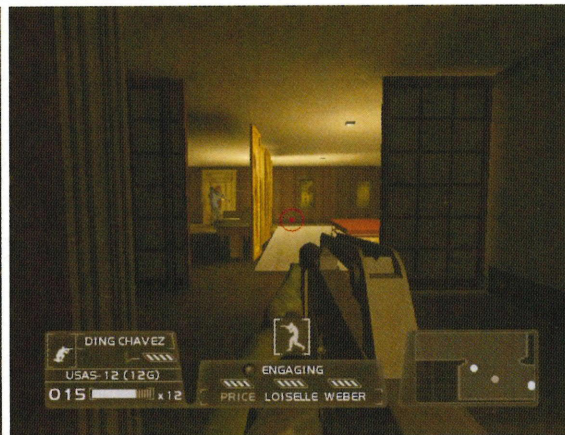
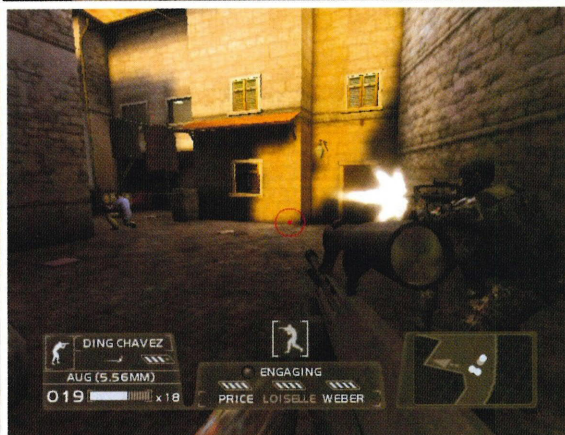
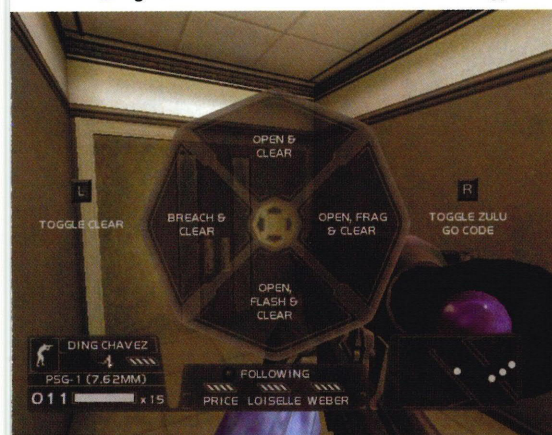


TBA

Thought you knew first-person shooters? Ubisoft invites you to think again.

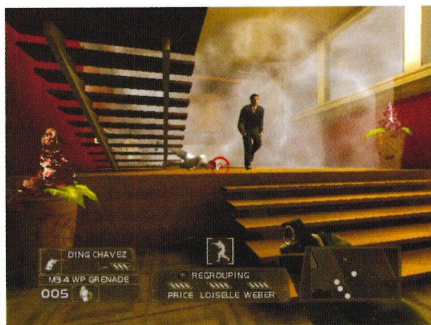
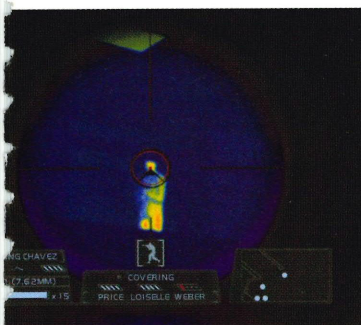


↑ Ding-dong! If you get the chance it's best to go for headshots which save time and energy.



"EXPECT REALISM LIKE NEVER BEFORE AS YOU BATTLE THROUGH A PLOT WITH PLENTY OF TWISTS AND TURNS"

UP FRONT
RAINBOW SIX 3



RAINBOW SIX 3

THE GAMECUBE HASN'T exactly been heavily blessed in the FPS department, and some may see this as one reason why the console has picked up a childish image among the uninitiated. *TimeSplitters 2* and the *Medal Of Honor* games are all well and good, but it could be argued they aren't as hardcore as shooters on other consoles. However, **CUBE** now has the pleasure to exclusively announce that one of the finest titles from the massive Tom Clancy franchise will be making its way over to Nintendo's machine.

Rainbow Six 3 was Ubisoft's premiere Xbox title over the 2003 Christmas period, and it sold in bucket loads thanks to the innovations it brought to a console that is quite frankly, stuffed to bursting with FPS titles. Anyone who's ever played a Clancy game before will know that there is a glorious predictability about them: expect realism like never before, as you battle through a plot with plenty of twists and turns. Playing as Ding Chavez, an expert sniper from the Clancy universe (brought to life in the film *Clear And Present Danger*) you'll command

a group of three other soldiers from around the world to combat the ever-present terrorist threat.

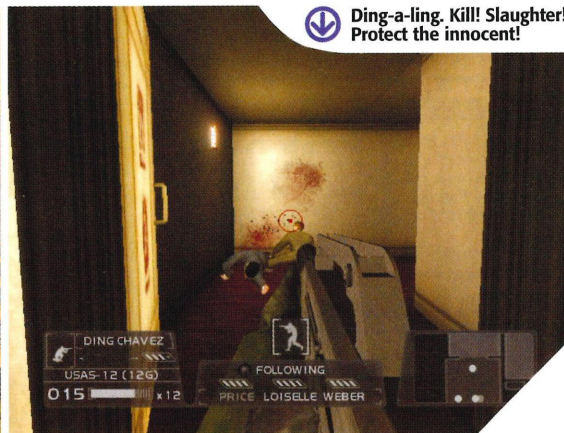
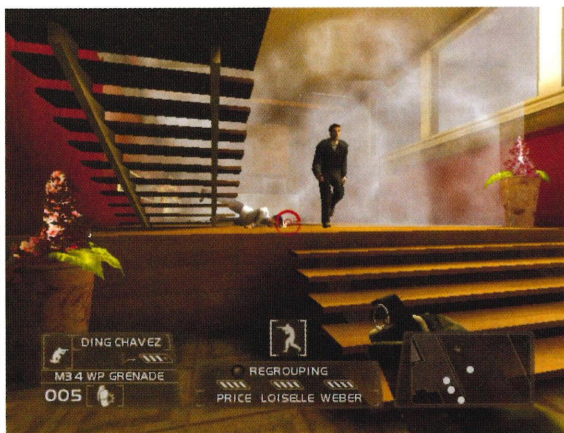
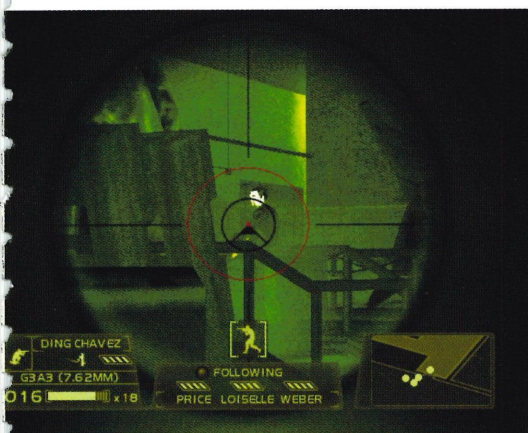
Little is known about what will be included in the GameCube version at the moment, but if even half the features of the original Xbox version are present, this will be one of the most played games on the Cube. *Rainbow Six 3* was the first title to use Ubisoft's own voice command software, which enables the player to issue commands to their squad through a headset and in turn receive information and banter through the earpiece. The Xbox version ran through the Live headset, but it was also bundled with its own custom headset, so a GameCube peripheral is looking extremely likely. Button commands are easy to execute, but it's no substitute for breaching a room through separate doors using the game's Zulu order feature by rushing in and screaming "Go, go, go!" at the top of your voice.

Although online support is a major factor in *Rainbow Six 3*'s success on PC and Xbox, the single player game was undoubtedly worth the purchase alone. The game runs over 14 levels, ranging from

silent insertions into a drug dealer's Island estate to terrorist hunts on an active airfield. To compliment this, there are a massive variety of weapons at your disposal. Each main firearm has its own distinct advantages, and you'll probably have to chop and change to find the right combination for each level. Close quarters missions may call for a semi-automatic shotgun, with a pistol and some flash-bang grenades as backup, whereas a more open mission might require an automatic rifle with some sort of zoom.

It's impossible to mention all the intricacies of *Rainbow Six 3*, as Red Storm has really thought of everything. The terrorist AI is superb, and really puts games such as *Medal Of Honor* to shame, as your enemies run from grenades, take cover and even shout to each other about your location in a way that most games only dream of. The sound is crisp and thoroughly realistic, allowing you to track your enemies movement by listening to them walking in the next room or sneaking a look through the door. Quite simply, this game isn't just the rainbow: it's also the pot of gold at the end...

CUBE



⬇ Ding-a-ling. Kill! Slaughter!
Protect the innocent!



GCN

GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

TWICE THE FUN!

Nintendo jumps the gun by announcing the first details of Nintendo DS. It's not GBA 2, and it's not GC 2, so what is it?

PAGES 12-13



KILL 'EM ALL!

Capcom unlocks the new Flash mini-game on its website, we take a look at *World Fighters* and we chat to the guys at Starbreeze.

PAGES 14-15



EA SPLITS!

We break the news that *TimeSplitters 3* and *Burnout Next* are in development, and take a look at *Biohazard 4* developments.

PAGE 16



THE JOY OF SOCKS!

The first in a regular series of columns observing this odd business of video gaming from slightly wonky angle.

PAGE 18



RELEASE DATES!

Release dates for the next couple of months, charts, what's big in the imports world and so much more!

PAGES 20-21



WORLD NEWS!

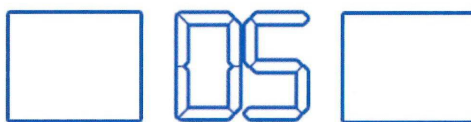
All the latest news from the four corners of the globe, supplied in bite-size chunks. We even put it all on a nice globe for you.

PAGES 22-23

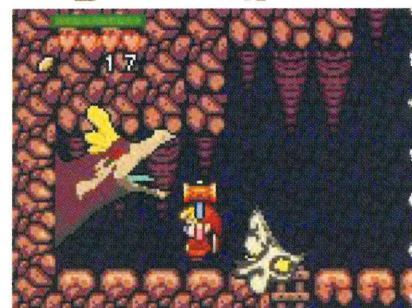


ARM[®]

N I N T E N D O



ARM is behind both processors for the Nintendo DS.



Nintendo's mystery hardware is revealed to the world ahead of schedule!

TWICE TH

NINTENDO HAS LIFTED the lid on the final piece of its next-generation puzzle. NCL President Satoru Iwata has long been hinting that a brand new piece of hardware was in production, and on 21 January the company confirmed suspicions that it is working on a true sequel to the once popular Game 'n' Watch unit.

The Nintendo DS (dual-screen) is essentially a dual-screen portable gaming device, which is totally separate to Nintendo's other machines, the GBA and the GameCube. This new hardware is the final addition to the three-pronged next-generation attack that will consist of the GBA 2, the GameCube 2 and the DS. Despite officially announcing the DS, it's quite obvious that

Nintendo didn't intend on releasing any information quite so soon. Even as recently as mid-January Iwata-san was promising to unveil the machine at E3 in May. It seems though that in order to hit the worldwide winter '04 release, developers have been pushing Nintendo for development kits. These kits are due to go out very soon, and Nintendo simply had to make some kind of announcement before that happened.

Technical details for the machine are thin on the ground, but what we do know is intriguing. As the name suggests, the unit will feature two 3" (diagonal measurement) backlit TFT LCD screens. It has long been Nintendo's desire to do this, as



⤴ Could the Nintendo DS look something like this? It's entirely possible you know...

⤵ The two screens would be ideal for link-up games like *Zelda: Four Swords*.

E FUN!

is evident from the effort it puts into the GBA-GC link-up features. These screens will be arranged vertically, and can be used separately, or as one big screen. Gamers can now multi-task, all on one machine. What's even more interesting is that the machine has two separate processors. The main processor takes on the form of an ARM9™ chip, with the sub-processor being a slightly less powerful ARM7™ chip. In ARM's own words: "Today, ARM9™, ARM10E™ and ARM11™ core-based embedded systems exceed the capabilities of top-specification PCs of 1995." The GBA uses a version of the ARM7™ chip, therefore we can already say

that the DS will have a more powerful 3D engine than the GBA.

All this means that the two screens can show completely different information without detracting from the each other's processing power. So, for example, in a football game you could have a close-up view on one screen, and have a wide-angle view for reference purposes on the second screen. In *Metal Gear* or *Final Fantasy* you could have the main game on one screen and the map/radar on the other screen. These are very simple examples, and we're sure that Nintendo has some very interesting launch games up its sleeves.

"WE HAVE DEVELOPED NINTENDO DS BASED UPON A COMPLETELY DIFFERENT CONCEPT FROM EXISTING GAME DEVICES"

Software for the DS will not come on optical discs or standard cartridges. Instead, game information will be stored on semiconductor memory with a capacity of up to 1-Gigabit. Considering that standard GBA carts average out at 128-Megabytes, this is a huge step up (around eight times the size), and could in theory mean more space for textures, sound and video. How this software will be distributed is another matter though. We could well see Nintendo making it available as a download, in a similar style to China's iQue.

You can read more about the Nintendo DS' impact on the future of Nintendo in our feature on pages 28-33.



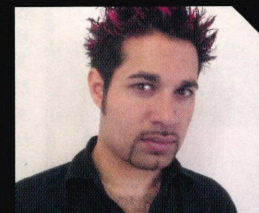
TEAM TALK

WHAT DOES THE CUBE TEAM THINK ABOUT THIS NEW ANNOUNCEMENT?



MILES GUTTERY

I'm all for innovation but should Nintendo really be pouring time, money and resources into such off the wall projects when far more pressing matters, such as the health of the GameCube are at hand?



CHANDRA NAIR

On the surface this doesn't seem that exciting, but the more I think about it, the more potential it has. As a low-cost version of the GBA 2 and PSP (which I think is how Nintendo will market it), it's an amazing proposition.



GARY ADAMS

If the screens are set in a vertical position then it's a dream come true for me! Vertical shooters with two screens on the go? Get in! The fact that it will be using two processors is also interesting...



TIM EMPEY

Two screens? How's that going to fit in your pocket? You could wear a tracksuit or combats because you'll need the extra pockets to carry around the spare batteries. It all sounds very strange... 'semiconductor memory' eh?

SOUND
BYTE

"CHOOSING EA PARTNERS AS OUR PUBLISHING PARTNER REPRESENTS A BIG BREAKTHROUGH FOR FREE RADICAL"

Steve Ellis, Free Radical Design

... and hopefully a larger bank balance. You deserve it mate (see page 16).

WORLD FIGHTERS

What in the world?



IF YOU'VE EVER fancied pitting Optimus Prime against Twin Bee, or Bomberman versus Solid Snake, then this will be the game for you. Hudson Soft's *World Fighters* allows you to choose from these characters and more (to name a few: Power Pro Kun from *Powerful Pro Baseball*, Simon Belmont from *Castlevania*, Twin Bee from *Parodius*, Momotarou from *Momotarou no Densetsu*, Master Higgins from *Adventure Island* and Yugo, who 'stars' in *Bloody Roar*) in various arenas, each themed to a starring character. Although similar to Nintendo's *Smash Bros* in many ways (such as having no life bar and wildly different game modes to break up the fighting), *World Fighters* plays in a more simple fashion, with minimal moves per character. We'll have a full import review for you next issue.



Vivendi Universal...

VU Games have confirmed by way of a recent release list that sequels to both *The Hulk* and *Metal Arms* are in the works. We don't care much for *The Hulk*, but *Metal Arms* was a great (if a little flawed) little game. There are no dates yet, but we're expecting early 2005 launches.

... confirm more games



GameCube installed base...

7 MILLION

... in the USA

"IT SHOULD BE A HINT TO THE NEXT GENERATION OF HARDWARE"

Satoru Iwata, President NCL

Full story page



Flash, bang



KILL 'EM ALL

IF YOU'RE GAGGING for some *Killer 7* action (like we are), then just log on to www.capcom.co.jp/killer7 and treat yourself to Capcom's new flash game. The idea is to destroy the zombies with your puny gun before they lumber up to your screen and swipe at you with their pale hands, but fortunately (for us at least), this isn't just a simple case of blasting their heads off and watching their bodies drop. Instead you'll have to take out their arms, shoulders, legs and chest too! If not, these body parts will float up to you in a creepy manner, ramming your health away.

It's very straightforward as most flash games are, and if by some small chance this is an indication of what we can expect from the finished product then count us as a little worried. But then, we do tend to worry to a far larger degree than we should. So ignore our mutterings and enjoy this streamlined *Killer 7* while you can. Oh – and also look out for more details of the final game in next month's issue where we'll be interviewing Kobayashi-san, the producer of *Killer 7* and *P.N.03*. It's sure to be a killer issue! Killer – geddit?

CUBE

SLIP-O-METER

The games that dodged their release dates and those that got away

RESIDENT EVIL 4	POKÉMON BOX (PAL)	STARCRRAFT: GHOST
		
		
JUNE	BINNED	MARCH

(OVER THE) COUNTER CULTURE...

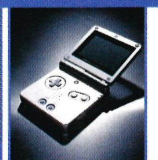
To celebrate the 20th anniversary of the NES, Nintendo has released the following NES games on the GBA: *Super Mario Brothers*, *Donkey Kong*, *Ice Climbers*, *Excite Bike*, *Legend Of Zelda*, *Pac-Man*, *Xenious*, *Mappy*, *Bomberman* and *Star Soldier*. As you can see, the games come in gorgeous retro packaging, and sell for 2,000 yen each, which equates to about £10. If that's not enough, a special GBA has also been designed with NES styling. Hopefully we'll see them over here soon.



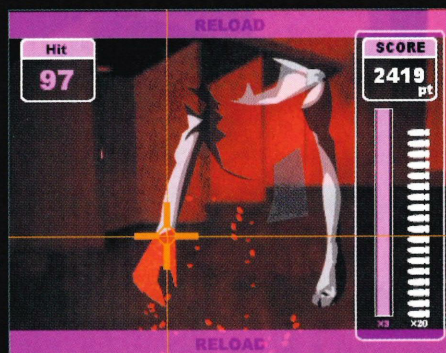
GBA/GBA SP installed base...

20 MILLION

... in the USA



Game

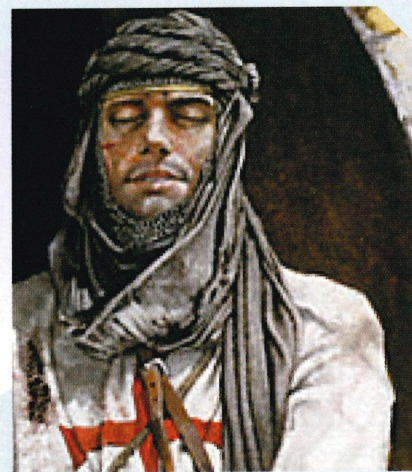


Just blowing off the head won't stop the cursed zombie. Keep blasting!

Eventually just a disembodied crotch will be thrusting at your sights...

IN THE CUBE WITH...

DANIEL WILLFOR



POSITION:
COMPANY:

PRODUCER THE KNIGHTS OF THE TEMPLAR
STARBREEZE

CUBE: How big is the team at Starbreeze and what have you worked on before?

DW: Our first project was *The Outforce* for PC and our most well know product was *Enclave* for PC and Xbox. At the peak of development we had a team of 85 people working on the game. We also have an amazing motion capture studio with a proven Hollywood track record.

CUBE: How would you counter the comment that *The Knights Of The Templar* is a glorified hack 'n' slash?

DW: We don't counter it: it is a glorified hack 'n' slash game. The core gameplay is to survive and destroy as many enemies as you can with your sword and if that's not enough fun for you we've glorified it with a rich environment, destructible objects, a context-sensitive fighting system, which includes combos, divine powers and special attacks.

CUBE: What do you believe are the game's plus points and where did the inspiration come from?

DW: The game's plus points are excellent fighting mechanics, a strong, emotionally involving story and a dense and realistic atmosphere.

The inspiration for the main character, as in many games, has to have a reason for his existence and something that grabs the attention of the player. The basic starting point was taken from The Knights Templar, who were a monastic military order formed at the end of the First Crusade with a duty to protect Christian Pilgrims on route to the Holy Land. This was the first time that a group of secular Knights had banded together and taken monastic vows. They fought alongside great historical names as King Richard I, otherwise known as the Lion Heart, and many other crusaders in the battles for the Holy Lands.

These Knights were feared as warriors, respected for their charity and sought out for their wealth. This story is a fictional representation of the adventures of one of these warriors and embraces the myths and legends surrounding these magnificent Knights.

CUBE: There are pros and cons to using motion capture. Please tell us some of the positives?

DW: I don't believe motion capture and key-frame animation should be pitted against each other. Mocap is simply an animation tool: the project, character, time and money will dictate whether or not to use it. My favourite projects use a mix of both animation styles. Mocap is strongest on realistic bipedal characters. The major pros for motion capture are the realistic motion, quick production time and cost savings. The cons of motion capture are you get what you capture: even though you can modify a captured motion to exaggerate or stylize the move, you don't want to change it radically or you would be better off to have keyframed it to start with.

CUBE: There are a wide range of enemies. Can you tell us how their behavioural traits work and perhaps you can tell us about your favourite one in detail?

DW: So as not to give away too much to the new players all we will say is: there are different attack patterns per enemy type, per the amount of that type of enemy (group attack behaviours), and for commanders or soldiers.

Our favourite enemies are the mad monks for comedy and crazy motions, the two-sword fighting style of the Saracens, and the brute force of the torturer.

CUBE: How does combat work and what kind of moves are on offer?

DW: Combat is executed by pressing A for normal attacks, B for heavy attacks and X for blocking. The left trigger may be used as a modifier, in which case A, B, X and X are used to perform special attacks.

The fighting system features an auto-targeting mechanism that selects the most suitable enemy as its target, in case the player does not already have a target. The auto-targeting mechanism may also be overridden by an intuitive manual targeting mechanism, in cases where attacking a certain enemy gives the player a tactical advantage.

Depending on the situation, for instance the distance and direction to the players' current target, the game selects different attacks that makes the combat very dynamic and varied. The player may also add further variation and tactical fighting by performing heavy attacks and combos, which have different gameplay functionality, such as breaking enemies' shields or knocking them to the ground.

Furthermore, the player may choose to perform a special attack that, for instance, may open up an enemy's block or attack several surrounding enemies at once.

Depending on how an enemy is hit, by what attack and from which direction and so forth, it will get a suitable response. This makes the fighting look very natural, dynamic and varied. A weakened enemy may be put out of balance or knocked to the ground, in which case different finishing attacks may be performed. In some cases this must be done before the enemy recovers and rejoins the fighting.

CUBE: How extensive is the AI in the game? Do opponents learn from your actions and is there a progression that builds throughout the game?

DW: It's not: rather, we decided to include simplistic AI to keep the hack 'n' slash style rather than too much strategy. Therefore we've kept it to a minimal amount of different fighting styles and attack patterns including group formations. This game has been done in a straight-up combat style.

CUBE: How realistic have you tried to make the game and what do you see as the gameplay innovations?

DW: We don't see this as a realistic game: we wanted it to be believable but not realistic. Physics is not a huge player, we wanted to concentrate on a good game for fighting which we would be able to build on for future versions.

HUDSON THREESOME

Bomberman developer gets medieval

Japanese publisher Hudson has announced a new RPG by the name of *Tengai Makyō III*. It's being developed by Red Entertainment and takes the form of a medieval, turn-based adventure. We know little about it, but it looks good. The graphics are represented in a pastel-shaded style, which sits somewhere between toon-shading and real life. The effects are impressive too, with magic attacks really standing out. We'll bring you a preview soon.



Some people like sprawling RPGs and then some people like to play FIFA. Go figure.



Publishing giant buys the world...



Will *Out Run Next* rekindle the glory days of SEGA's arcade machines? Or will it feel like *Pole Position*.

EA SPLITS AND BURNS!

... WELL MAYBE NOT, but it's getting that way. Not content with dominating the charts over the Xmas holidays (*Harry Potter*, *Need For Speed*, *Medal of Honour* and *FIFA* all in the top ten), EA has now bolstered its roster with two potentially massive titles. First up is *Burnout Next*. Criterion's multiplatform *Burnout* series was previously the feather in Acclaim's cap, but EA has now acquired the rights to publish and distribute the latest game in the series, although it has yet to be officially announced. Next up for the sequel treatment is Free Radical's *TimeSplitters* series. Previously a mainstay of publisher Eidos, EA has also signed the cheque to make this series their very own.

What's interesting about these acquisitions is that both Criterion Games and Free Radical made it clear that they were intent on taking a break from their defining series' in order to concentrate on other games. It has long been rumoured that Free Radical were busy working on a third-person adventure, while Criterion were thought to be working on three titles, one being a first-person shooter. The decisions to continue both series now rather than later, is

indicative of EA's financial clout and extraordinary marketing and distribution capabilities. Neither developer could realistically turn EA down. With both series failing to perform as well as they deserved to, EA is the perfect vessel with which to launch the games into the mass market.

As for the games themselves, very little is known at this point. The *TimeSplitters* title will feature improved gameplay, an all-new graphics engine, a new story and online play. The latter will no doubt be dropped for GameCube and Xbox (EA isn't too keen on Xbox Live), but we're hoping for LAN on our little machine. The game is expected in 2005. *Burnout Next* is more of a mystery though. Criterion Games' bigwig Alex Ward is being predictably cagey, telling us only about the joys of owning your own *Out Run 2* arcade cabinet (git). How the team will better *Point Of Impact* is beyond us though. *F-Zero* cars perhaps? Whatever it turns out to be like, it will certainly put a certain other EA racing franchise in the shade.

We'll have more on these exciting titles when EA tells us something.

CUBE

Criterion
GAMES

Burnout 2 Point Of Impact is one of our favourite racing games, ever...

The guys that brought you the fabulous *TimeSplitters* series bought by EA.

FREE
RADICAL



Microsoft makes...

Rare's first Xbox title has seen extremely disappointing sales in the US, managing to shift only 17,000 copies in its first week on sale. Meanwhile *Mario Kart Double Dash!!* prepares to break the one million mark in the same territory. How much did Microsoft pay Nintendo again?

... an expensive mistake.



Number of GameCubes sold in Europe...

3 MILLION

... since launch day.



WWW.CONFLICT.COM

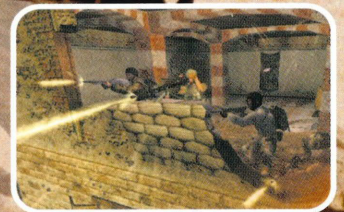
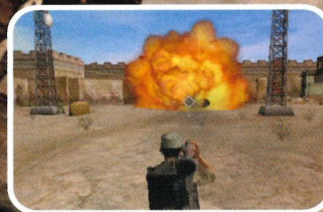
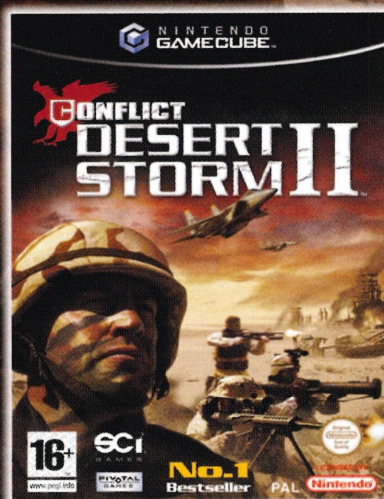


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VANISHING POINT

“HOW OFTEN HAVE YOU BEEN PLAYING A GAME AND THOUGHT TO YOURSELF HOW COOL IT WOULD BE IF YOU COULD DO THIS OR THAT BUT YOU JUST CAN'T?”

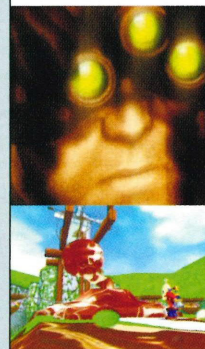
THE JOY OF SOCKS

If you seek truth you may not find it, but sometimes it turns up where you least expect



⬆ Rogue Leader was the perfect marriage of the perfect film and the perfect shooter-'em-up.

⬆ Sam Fisher followed in Solid Snake's shoes, taking the stealth idea to new levels.



⬆ After all these years we still love Mario. Is he really that much of a great bloke?

IT'S NICE TO be comfy. We don't stick forks in our knees because it doesn't feel very nice. If you're like me you go home after hard day's slog and put on some old trousers, a big jumper and woolly bed socks. Stylish it's not, but there's no better way to prepare for a serious evening's chilling. Is there a parallel here to the generic elements rife in pretty much every game that appears. We're forever bemoaning the lack of originality and innovation in games development, but is that what we really want, deep down? Publishers are reluctant to take the plunge on titles with no specific established market, and perhaps they're right to do so. It's no accident that platform games sell, because they're fun. Even dull ones are usually pretty playable. Football games sell because a large percentage of blokes like football. Perhaps the most recently established genre is stealth. Although the original *Metal Gear* came out on the NES back in 1987 it's fair to say that it wasn't adopted as a general concept until *Metal Gear Solid* arrived to rave reviews on the PlayStation. Now it's a fully-fledged genre in itself and it's a safe bet that any third person action game that appears nowadays will incorporate at least an element of sneaking around trying not to be seen. *Splinter Cell*, *Manhunt*, *Rogue Ops*, *True Crime*, *BG&E*, even *The Wind Waker* hopped on the bandwagon. We know we like it, so we buy it.

In fairness most ideas have now been explored at least to some degree and anything that represents an entirely new concept from hereon is going to have to be quite off the wall. Perhaps we need to stop getting so hung up on the perceived lack of originality and appreciate what we've got. It's like clichés. People moan about them, but the reason they became clichés in the first

place was because they were either popular or true. Every time we see bullet time in a game there's an ironic sigh. It's become probably the biggest cliché of the last two years, but people still like it even if they won't readily admit it.

Instead of always crusading for the holy grail of something that 'hasn't been done before', a more pertinent criticism is the number of games that fail to fully explore the possibilities they offer. How often have you been playing a game and thought to yourself how cool it would be if you could do this or that but you just can't? It would be hard to generate focused gameplay if you were to offer complete freedom, but freedom to manipulate your immediate environment in any way you wish would create a much more immersive experience than many games manage to deliver. Every time the game stops you from doing something you should blatantly be able to, it chips away at the suspension of belief and reasserts the fact you're playing a game rather than actually being the hero. Will an all-sensory gaming experience ever exist? Well perhaps, but not for an awfully long time. If we can't even create a fully interactive environment of any scale within the confines of a TV display, how would it be possible in a virtual reality with all the extra stimuli required?

I'm happy to live within genres of comfortable familiarity. I just want my games to keep me interested. I want loads of hidden Easter eggs so I never feel like I'm going through the motions. They don't have to advance the story or even affect the gameplay as long as they keep the whole experience fresh. For once I want to think 'wouldn't it be cool if I could do this?' and to find I can. While wearing big woolly socks, of course.

CUBE



I HOPE AUNTIE KEPT THE RECEIPT.

SO I CAN GET MY HANDS ON THESE.



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PLAYER'S CHOICE



NINTENDO
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UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
James Bond 007 Everything Or Nothing	Action	EA	Feb 2004	★★★★
Pitfall: The Lost Expedition	Platform	Activision	Feb 2004	★★
Kirby Air Ride	Racing	Nintendo	Feb 2004	★★★
Prince Of Persia: The Sands Of Time	Action	Ubi Soft	Feb 2004	★★★★★
Puyo Pop Fever	Puzzle	SEGA	Feb 2004	★★★
Sphinx And The Cursed Mummy	Action	THQ	Feb 2004	★★★★
Teenage Mutant Ninja Turtles	Action	Konami	Feb 2004	★★
Final Fantasy: Crystal Chronicles	RPG	Nintendo	Feb 2004	★★★★★
Harvest Moon: A Wonderful Life	RPG	Ubi Soft	March 2004	★★★★★
MTX: Mototrax	Racing	Activision	March 2004	★★★
R: Racing Evolution	Racing	EA	March 2004	★★★★
Beyond Good & Evil	Action	Ubi Soft	March 2004	★★★★★
Metal Gear Solid: The Twin Snakes	Action	Konami	March 2004	★★★★★
Tak And The Power Of Juju	Platform	THQ	March 2004	★★★★
FX Racing	Racing	Leader	Spring 2004	★★★
Pool Paradise	Sports	Ignition	Spring 2004	★★★
Splinter Cell: Pandora Tomorrow	Action	Ubi Soft	Spring 2004	★★★★
Mario Tennis	Sports	Nintendo	summer 2004	★★★★
Paper Mario	RPG	Nintendo	summer 2004	★★★★
StarFox 2	Action	Nintendo	summer 2004	★★★★
Mario Golf: Toadstool Tour	Sports	Nintendo	Summer 2004	★★★★★
PSO Episode III: C.A.R.D. Revolution	RPG	SEGA	Summer 2004	★★★
Pikmin 2	Puzzle	Nintendo	Summer 2004	★★★★
Pokémon Colosseum	RPG	Nintendo	Summer 2004	★★★
Spy Vs Spy	Puzzle	TDK	Summer 2004	★★★
Call Of Duty: Finest Hour	Action	Activision	2004	★★★

IMPORTANT DATES...

About the only thing worth importing this month (and it's not out for a while yet) is the American version of *Tales Of Symphonia*. Let's just hope that date isn't an April Fool's joke.

JAP RELEASE DATES

Kaijuu no Shima: AI	SEGA	OUT!
The Sims	Electronic Arts	OUT!
MGS The Twin Snakes	KONAMI	6 Mar

US RELEASE DATES

Doshin The Giant	Param	TBA
Zelda: Four Swords	Nintendo	26 Feb
Tales Of Symphonia	Namco	1 Apr



"PUT FRANKLY, GAMES HAVE STOPPED SELLING. WE WANT TO OFFER CUSTOMERS A PLAY EXPERIENCE THAT THEY'VE NEVER HAD BEFORE."

Satoru Iwata on the announcement of the controversial new Nintendo DS.



MARIO GOLF

MARIO TENNIS

PIKMIN 2

SPY VS SPY

TAK & THE POWER OF JUJU

CUBE MOST PLAYED

The games we take home at the end of the day



DONKEY KONGA

Recently Gary got a bit too excited during a 'drum off'. Thinking he had his bongos wedged firmly between his thighs during one of the 'slap-as-many-times-as-you-can' bits he squeezed too hard and, poing, the drums went flying.



BEYOND GOOD & EVIL

Only Miles has yet to finish it. Which has halted a lot of conversations. Chandra: "And that bit when you get to..." Miles: "Shut up, shut up, shut up!" Then he sticks his fingers in his ears and goes: "Walla walla la la la" really loud.



METAL GEAR SOLID: TTS

Only Chandra has played this so far. He took it home then, sneaked it back into the CUBE Big Box O' Fun™ without telling anyone. We had a noogie competition to decide who got it next. Tim won.

GAMECUBE CHARTS

WEEK ENDING 10 JANUARY 2004

We'll look at that, pop pickers – Mario Kart still at number one! And then lots of slightly dodgy games after that. Apart from the Nintendo released games and SSX 3 there isn't much else worth owning. But EA proves once again that people love a licence – even if it does come with dull, repetitive gameplay and shows no-one gives a damn about our opinion. Grrrrr!

UK CHART

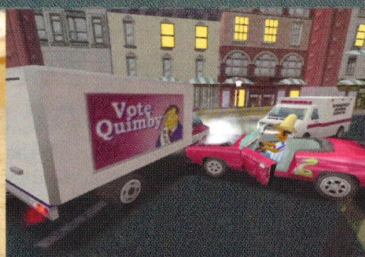
ChartTrack

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POS	LAST	TITLE	PUBLISHER	SCORE
1	1	MARIO KART: DOUBLE DASH!!	NINTENDO	9.4
2	NEW	SIMPSONS: HIT & RUN	VU GAMES	7.4
3	10	SUPER MARIO SUNSHINE	NINTENDO	9.4
4	4	LOTR: RETURN OF THE KING	EA	5.8
5	NEW	MARIO PARTY 5	NINTENDO	7.0
6	NEW	SONIC ADVENTURE 2: BATTLE	SEGA	7.6
7	NEW	F-ZERO GX	NINTENDO	9.4
8	NEW	SSX 3	EA	9.3
9	3	MEDAL OF HONOR: RISING SUN	EA	9.0
10	NEW	SONIC MEGA COLLECTION	SEGA	8.0



MARIO KART: DOUBLE DASH!!



THE SIMPSONS: HIT & RUN

GAME

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WORLD OF NINT

A glance at the globe through a cube-shaped lens...

Nintendo sends Xbox guru packing (us)



It's not been a good few months for Microsoft, particularly in the US where Nintendo having been giving them a right good lashing all Christmas. The final insult is that Ed Fries – the guy in charge of all the games and buying companies like Rare and *Halo* developer Bungie – has quit.

According to him it's simply to "pursue other goals", but when you're the second most important person in a multi-billionaire dollar division of the biggest company in the world you don't usually end up jacking it in for a job at Tesco's just for the hell of it. According to scuttlebutt the real reason for him leaving is because Microsoft wouldn't give him enough freedom to plan new games – so he must've thought there was no point hanging around waiting for things to get worse.

Shining Force GBA on for Europe (UK)



Being an RPG fan in the UK is rather like being a Twilight Zone-esque vegetarian, trapped in a town with ten butchers and not a single greengrocer. We've been getting stiffed on game releases since the whole concept of role-playing games was invented and most people wouldn't have betted on new GBA game *Shining Force: Resurrection Of The Dark Dragon* making the trip from Japan to here any time soon.

Miraculously though THQ have stepped in to save the day and will be releasing the game in Europe in April this year. The game is a remake of the first MegaDrive title and although this new version is being developed by Amusement Vision the original was made by *Mario Tennis* and *Golden Sun* gurus Camelot.

Immortal Kombat (us)



Midway have confirmed that they're working on another *Mortal Kombat* for unspecified formats (it'll probably be all three consoles, like last time – unless it's supposed to be for the next-gen machines). They won't say what the new game is called or what new features will be added, but for fans the news that it is at least on the way will be all they need.

The last game in the series was the not-at-all-bad *Deadly Alliance*, but the game didn't sell quite as well as Midway would've liked, so it'll be interesting to see what exactly they do change or whether they'll try to make good on previous attempts to jam the roster of characters into a different style of game – like an RPG or platformer.



ENDO

ActRaiser coming to the GBA? (JAP)



This is only a rumour, but according to a number of Japanese websites Square Enix are planning to release a remake of *ActRaiser* for the GBA. If that name doesn't ring a bell though don't worry, because the SNES original was never released in this country. That though is officially a very bad thing because *ActRaiser* was a quite marvellous mix of strategy and platform action such as has never really been seen since.

The game starts off with you, as a helpful little cherub, protecting a village in a sort of cut-down version of *Populous* – building homes and farms for the little people and smiting your enemies with thunderbolts. Succeed in that though and you switch to controlling a platform beefcake in a rather nice *Rastan Saga*-style section. Great stuff, although the sequel sucked, because it cut out the strategy section and ended up just being an ordinary platformer. If this GBA version does well, dare we hope for a proper GameCube remake?



Namco 4 Nintendo (JAP)



For a while now Nintendo have been using famous third parties to produce sequels to their established franchises, with Capcom working on the *Zelda Oracle* games, SEGA on *F-Zero GX* and Namco on *StarFox 2*. This has been particularly successful with Namco who've done well in Japan recently with RPGs *Tales of Symphonia* and *Baten Kaitos*, as well as new Nintendo franchise *Donkey Konga* – and *Soul Calibur II* was one of the biggest successes on GameCube.

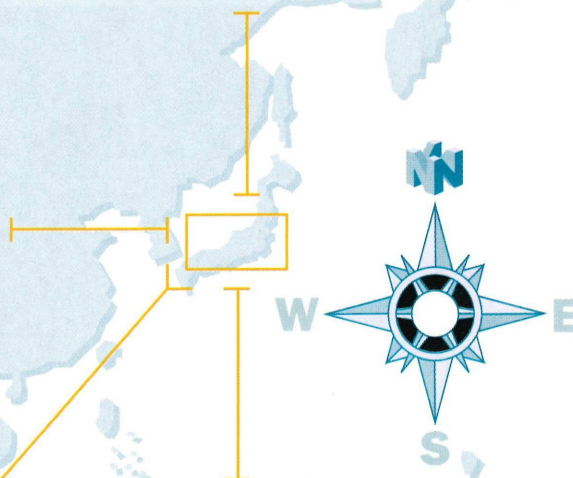
Now Namco top dog Youichi Haraguchi has said that the company will continue to co-operate with other developers and manufacturers to develop new game titles, "in particular Nintendo". A *Time Crisis*-esque revamp of *Duck Shoot*, anyone? On the solo front, Namco has announced a sequel to the popular *Tales of Symphonia*. Named *Tales of Legendia*, the game will feature similar gameplay and will launch later this year.

Winter of the Dead (JAP)



As anyone that has ever used it will know, most of everything you read on the Internet is complete bunk, whether it be movie and games news or your online banking statement. A few days after Christmas everyone was going mad with rumours that *Resident Evil 4* was no longer going to be a GameCube exclusive and that yet again the console was doomed to forever be ignored by third party developers.

Thankfully this all turned out to be complete nonsense and Capcom has confirmed that it is on schedule for a winter release in Japan, which implies a spring release in the US and UK. This isn't to say that *Resident Evil 4* (and *Remake* and *Zero*) won't be ported to other formats when Nintendo's exclusivity deal runs out, but they'll have to wait at least a year for them.



NES Celebrations II (JAP)



You may recall last year that Nintendo were getting all excited about the NES (or Famicom as they call it over there) 20th anniversary, with museum exhibitions, a limited edition GBA SP and so on. Well, apparently they're quite keen to keep the party going into its second year, with the news that the aforementioned limited edition, Famicom-coloured GBA SP is now going to be put on general release in Japan.

More interestingly Nintendo is also releasing a bunch of 'Famicom Mini' GBA games. Each one contains a spot on conversion of a NES classic for the equivalent of a slightly pricey £10. The games due to be brought back out of retirement are, from Nintendo themselves: *Super Mario Bros*, *Donkey Kong*, *Ice Climber*, *ExciteBike* and *The Legend Of Zelda*. Namco, meanwhile, are contributing *Pac-Man*, *Xevious* and *Mappy* while Hudson are bringing the joys of *Bomberman* and *Star Soldier* back to the palm of your hand (If you live in Japan or don't mind remortgaging your house to get them on eBay).

GAMECUBE CHARTS

WEEK ENDING 16 JANUARY 2004

Nintendo can probably barely believe it themselves but this Christmas has been an absolute corker for them in both the US and Japan. *Mario Kart* was the biggest selling game on any format in America.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	4	MARIO KART: DD!!	NINTENDO
2	NEW	DONKEY KONGA	NINTENDO
3	2	MARIO PARTY 5	NINTENDO
4	3	POKÉMON COL. THE POKÉMON CO.	
5	5	NARUTO: GNT! 2	TOMY
6	7	THE WIND WAKER	NINTENDO
7	NEW	GOTCHA FORCE	CAPCOM
8	NEW	TALES OF SYMPHONIA	NAMCO
9	NEW	S MARIO SUNSHINE	NINTENDO
10	NEW	SUPER SMASH BROS M	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	MARIO KART: DD!!	NINTENDO
2	NEW	SONIC HEROES	SEGA
3	5	SUPER SMASH BROS M	NINTENDO
4	2	MARIO PARTY 5	NINTENDO
5	8	ANIMAL CROSSING	NINTENDO
6	RE	S MARIO SUNSHINE	NINTENDO
7	RE	THE WIND WAKER	NINTENDO
8	RE	PRINCE OF PERSIA: SOT	UBISOFT
9	RE	THE SIMPSONS: H&R	VIVENDI
10	10	LOTR: RETURN OF THE KING	EA





BIO-UPGRADEABLE

The true horror looms...

THE BIOHAZARD (OTHERWISE known as *Resident Evil* in the west) series has now been completely resurrected on the GameCube, with the exception of one game: the all-new *Biohazard 4*. *Biohazard 0*, *Remake*, 2, 3 and *CODE: Veronica* have all been released the world over, but just recently the internet has been wild with rumours of the game going multi-platform.

The reasons for these rumours are understandable: if you look at the sales of *Biohazard 2*, 3 and *CODE: Veronica*, it's hardly been without releasing them. This has lead many to speculate that GameCube owners simply don't want the series. The truth of course, is that we don't want bog-standard ports of PSone games. *Biohazard 4* on the other hand is a totally different story. It's currently topping Most Wanted charts in all three main territories, and a Japanese analyst has just announced that it predicts 1.8 million sales of the GameCube title on a worldwide scale. *Biohazard 4* will be the first title to be designed from the ground up specifically for the GameCube, and will be the game to show what Capcom is capable of.

Capcom just recently confirmed the game's Japanese release date by way of an encoded website message. By visiting www.capcom.co.jp/bio_series, and clicking on the *Biohazard 4* genetic code tab, you can reveal a password box. Simply type 'scott' into this box to be presented with a big '2004' screen. *Biohazard 4* is set for release in winter '04, and the website will be updated with brand new screens. **CUBE** will bring you the first hands-on impressions from E3 in May.



THE BEST THINGS...

... in life
really
are free

⬇ Nintendo giving away free stuff, again? Will wonders ever cease? Yes, yes they will and then we'll all be grumpy again.

NINTENDO DEFINITELY WOKE up on the right side of bed this month with three separate offers going on involving *Pokémon*, *Zelda* and EON tickets. It's a dream come true!

Sadly the first of these deals isn't valid anymore: Nintendo thought it would be a good idea to tell us magazine folk in the middle of April about it. Throughout January you could have been treated to a free copy of the new *Zelda Bonus Disc* simply by buying *Wind Waker*, *F-Zero GX*, *Mario Kart 1080°*, *Mario Party 5* or *Eternal Darkness*. Alternatively you could also get one by purchasing two of the Player's Choice games. Anyhow, you can't get them any more, so we'll shut up about it.

Pokémon Ruby and Sapphire fans will be

pleased to know that you will have the opportunity to download EON tickets from participating Gamestation stores on Saturday 21 February. These tickets will allow you to visit the Southern Island and encounter either Latias or Latios. In order to get your download you need to first have five badges in the game. Then take your game and GBA to the relevant store on the right day.

The final giveaway takes us to the US. Gamers who pre-order *Pokémon Colosseum* will receive a special bonus disc. This disc features a preview of the game, a preview of *Pokémon: Jirachi Wish Maker* and the ability to transfer Jirachi to your copy of *Ruby/Sapphire*. Nintendo is certainly feeling generous at the moment.

CUBE



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The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

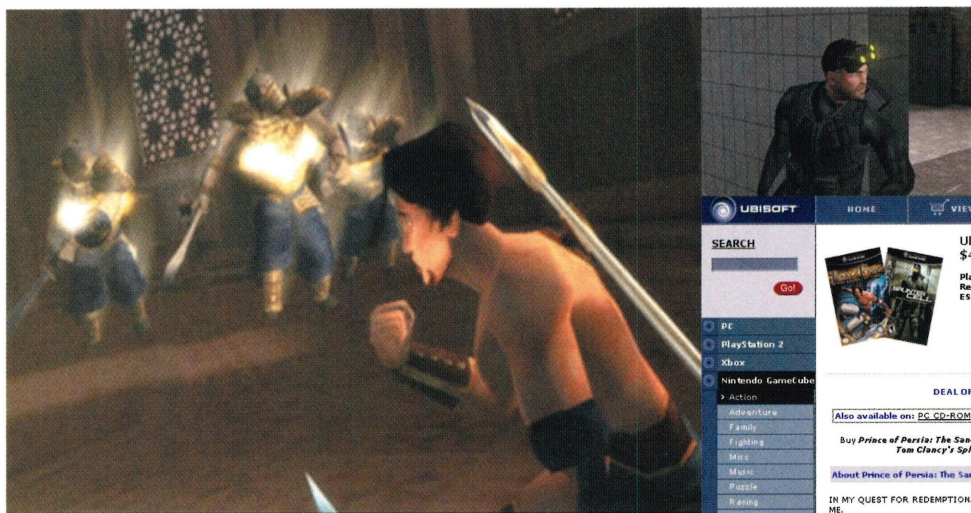
Our brand new site features searchable news, cheats and reviews, opinion polls and a completely redesigned forum. Log on and come spill your brain. We'd like that...

TOTAL GAMES .net



UP-TO-THE-MINUTE NEWS

Every day of the week our rabid news hound updates the GameCube stories that matter.

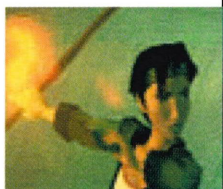


↓ **Prince Of Persia AND Splinter Cell for \$50 – now that's a bargain.**

EVERYTHING MUST GO

Ubi Soft under-performs in the US

↓ **BG&E is fantastic, shame on you for not buying it and buying NFS: Underground, instead!**



IN WHAT CAN only be described as a massive injustice, two of our favourite games of the moment have completely failed to sell in the US. *Beyond Good & Evil* and *Prince Of Persia* launched in the US last November, and both have received universal praise. Sadly though neither game sold in significant numbers. In fact, they did so badly that Ubi Soft had to reduce the price of *BG&E* to \$19.99, whereas gamers received a free copy of *Splinter Cell* if they purchased the full price *POP*.

With a development period of over three years, we can only imagine how much *BG&E* cost to develop and there is no way that Ubi Soft has recouped those costs. The sad fact is that Ubi Soft will now have to change the

nature of its games development, meaning that we probably won't see anything like these two games ever again. But why didn't they sell? For the answer you have to look at what did sell, ie the big EA franchises. While gamers read magazines and take into consideration what others think, the mass market (especially the US) is purely driven by TV adverts and product endorsement. EA has adverts left, right and centre, and sponsors several major TV series. In contrast, Ubi Soft had very little by way of TV coverage.

Both games are due to launch very soon in Europe, and we urge you to buy them both. Otherwise we may not see games of this quality from Ubi Soft again.

GCN

GAMECUBE NEWS

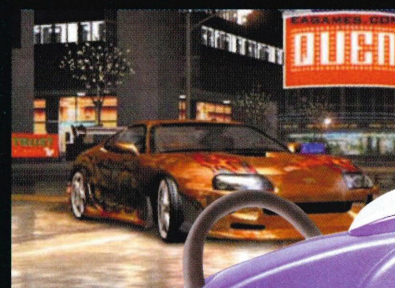
FINAL THOUGHT...

WOULD YOU LISTEN!

WE'RE REALLY STARTING to worry about the videogames market. Small developers are either closing, or are being bought out. We've seen Ubi Soft suffer in the US from far lower than expected sales, and even Nintendo is worried about the comparatively low sales of its games. Something like *Mario Kart* should have sold well over a million copies in the US, yet even now, two months after launch, it's still on the wrong side of that marker.

The only games that sold over the Xmas holidays were the big licenses or the games that had the benefit of a wealthy publisher behind them.

Also this month we've seen one of these wealthy publishers buying in the biggest games of the next year. Is this the future? Developers all creating games for three or four big publishers? We hope not. While Nintendo will always strive for innovation, we might not be so lucky with a company like EA. Not that we're slating EA, after all, it only provides what the people want, and for some bizarre reason the 'people' want stuff like *Need For Speed: Underground*. Maybe if we close our eyes it will all go away and turn out for the best...



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"Final Fantasy makes a triumphant return to Nintendo
in a totally new breed of game". NOM

"Final Fantasy comes home in a magnificently
magical new adventure". Cube 9/10

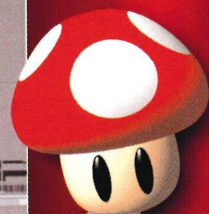
"Get a party of fighters round yours and you'll have
a blast like no other". NGC



Out 12th March

IS NINTENDO UP TO THE CHALLENGE OF THE NEXT GENERATION...

FUTURE S



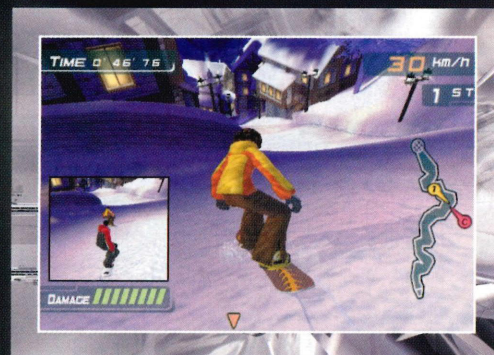
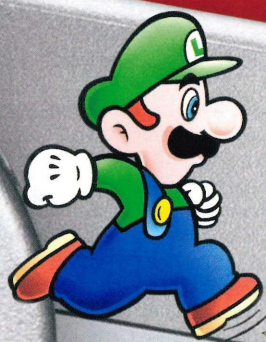
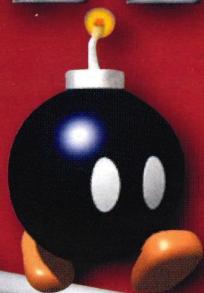
NINTENDO
GAMECUBE

START/PAUSE



HOCKS

**"GC 2 PADS WILL FEATURE
A FURTHER ENHANCED
VERSION OF THE
WIRELESS TECHNOLOGY
FOUND IN THE WIRELESS
GBA LINK-CABLES"**



... AND MORE IMPORTANTLY, does it really care? Over the past year or so it's become increasingly unclear what exactly Nintendo's directive is. A generally mediocre performance interspersed with short spurts reminding us of the good old days and the occasional self-destructive action simply isn't good enough for a company that is fighting against the likes of Sony and Microsoft. But hold on, how could we forget: Nintendo isn't fighting against said companies, is it?

It's difficult to say really. One minute Nintendo of Europe tells us it doesn't consider the two electronics giants to be competition. The next minute it'll send out a press release justifying its second place position with hardware sales figures.

From an outsider's point of view it's not only the general public who are unclear about Nintendo's direction: Nintendo itself apparently doesn't have a clue either. Is it going to bother fighting in the next generation battle, or will it really go back to basics and resurrect its playing card business? Who knows... this feature has no concrete answers for you, but in the light of the first Xbox 2 details leaking out, we present the facts, and give you our opinions on Nintendo's future as a viable hardware developer.

SLOT-B



HOME STRAIGHT?

IT'S NOT OVER YET!

There's an awful lot going on behind the scenes, but with the true successor to the GameCube not due to arrive in Japan until early 2006, there's still plenty of time for GameCube gaming. We've taken *Metroid Prime 2* off our list of big hitters, because we won't know until E3 if it really has shifted platforms, but here are the ten titles that will make or break the system over the next year:

PIKMIN 2



Shigeru Miyamoto strongly believes in the *Pikmin* franchise...



... but sales figures would prove he has his work cut out with the sequel.



PIKMIN 2

Miyamoto-san has a thing for *Pikmin*. Even though the sequel is nearly finished he's still going on about how he wants to do something more with them. The term is 'obsession', and we really think he needs to get a room. *Pikmin 2* will keep the current fan-base happy but it's unlikely to shift hardware.

STARFOX 2

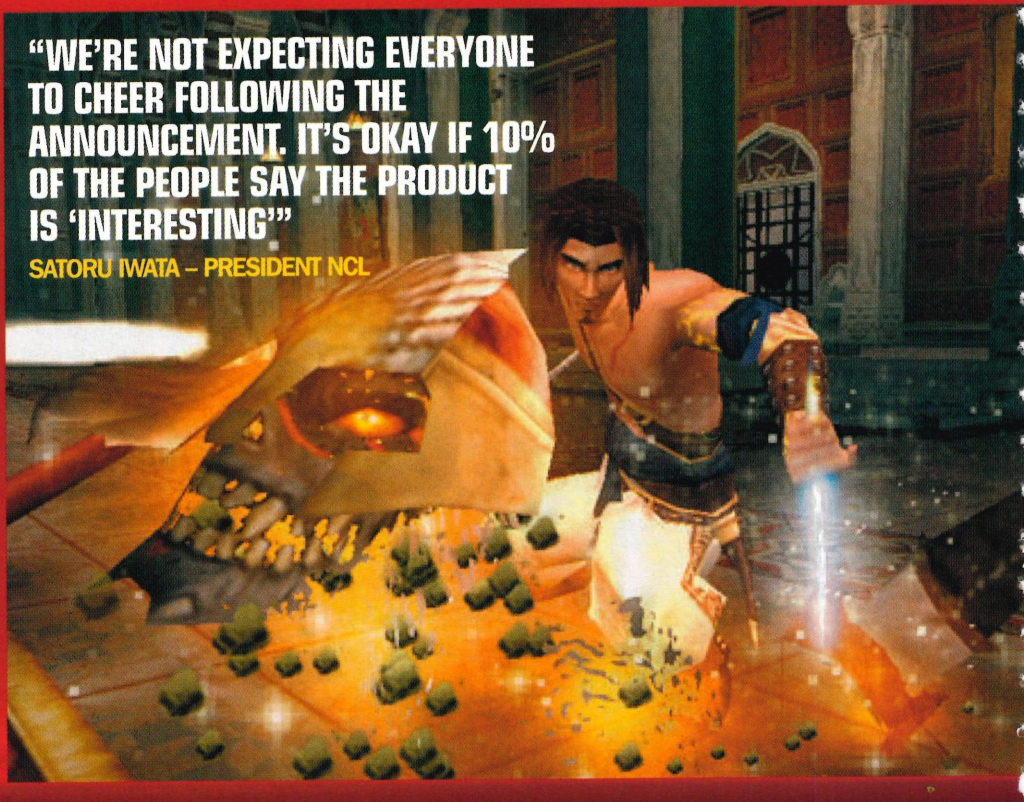
Namco's take on this classic Nintendo franchise is another title that is unlikely to make people go out and buy a GameCube. That said, it will be an amazing game, and probably one of the best space shooters on any system. That sort of accolade shouldn't be big news to any GameCube owner though.

STARFOX 2



"WE'RE NOT EXPECTING EVERYONE TO CHEER FOLLOWING THE ANNOUNCEMENT. IT'S OKAY IF 10% OF THE PEOPLE SAY THE PRODUCT IS 'INTERESTING'"

SATORU IWATA - PRESIDENT NCL



THE GOOD

WE SHOULD REALLY start off on a more positive note, after all, Nintendo has made a lot of good decisions over the past few years. Take for instance the choice to work closely with external teams on Nintendo franchises. Letting Rare take *Starfox Adventures*, giving *Starfox* to Namco, and most notably letting Retro take *Metroid Prime*. All were good decisions. Then there is Nintendo's willingness to strike deals with third-parties. Allowing Link to feature in *Soul Calibur II* was a stroke of genius.



The GBA2 will hover somewhere between the N64 and GameCube in terms of power.

Nintendo has also worked with companies to bring limited edition GameCubes and GBAs to the market. We've seen special consoles for *Tales Of Symphonia*, *Final Fantasy* and *Gundam* amongst others. We mustn't forget the fantastic deals we've had as well: the FREE *Zelda* bonus discs and the *Pac-Man Vs* deals are unrivalled in the industry. The free Game Boy Player, the availability of GC-GBA connectivity, and the release of the Wavebird: these are all great things.

There is also a fair chunk of the good stuff still to come on GameCube. The external teams continue to come through with titles such as *StarFox 2*, *Geist*, *Custom Robo* and *Resident Evil 4*, and Nintendo shocks the system by coming up with a whole slew of titles. *Pikmin 2*, *Mario 128* and *Wind Waker 2* should all hit this year (in Japan and the US at least). There's always the chance that *Metroid Prime 2* will actually come to GameCube and not the successor... but it's a long shot. We've gone into more detail on these games elsewhere in the feature.

THE BAD

SADLY, FOR EVERYTHING Nintendo does right, it does something wrong. In shipping out franchises to external teams, Nintendo's core set of teams at NCL should have been freed up. NCL's GameCube titles last year came in the form of





↑ **Custom Robo** might not be recognised over here, but it's a huge franchise in Japan.

← The **Pokémon** series is massive across the globe. **Colosseum** will definitely shift.

Mario Kart, *Nintendo Puzzle Collection* and *Wario Ware*. Every other Nintendo title was handled by external teams such as Pokémon Company, NSTC, Camelot, Capcom, Skip and Treasure. That simply isn't good enough for a company that's looking to counter the current buzz surrounding the PS2 and Xbox's online content.

While Nintendo has been willing to work with the big Japanese publishers, it seems to ignore western publishers. EA is the exception to the rule, but even Nintendo isn't stubborn enough to let EA slip through the net. For everyone else though, it's been a nightmare. *Beyond Good & Evil* and *Prince Of Persia* should never have been PS2 exclusives. Nintendo should have been in there doing everything it could to get them back.

THE UGLY

THERE HAVE BEEN several incidences over the past few years that are just plain embarrassing. Take last year's E3 for example. Miyamoto-san holds a press conference with other games design geniuses Denis Dyack and Kojima-san. 80% of that conference was spent talking about *Talent Maker*, *Tetra's Trackers* and the E-Card Reader. Well done.

What about the whole US and UK retail situation? Once Argos started selling the GameCube for £79, it was only a matter of time before Nintendo

would be forced into doing the same on an official level. The end result was an extremely embarrassing couple of months where several major chains refused to stock the machine and Nintendo ceased production until it had shifted the backlog.

THE FUTURE: GBA 2

ALL THIS IS in the past though. The big question is: what does Nintendo do now? There are three areas in which the company can move forwards. Firstly, there's the successor to the GBA. Nintendo has a monopoly on the handheld market at the moment. N-Gage is hardly a threat, but the might of Sony's PSP cannot be ignored. Even without knowing that much about it, we know that Sony will throw an awful lot of money behind it, and it will have massive third-party support, all of which will jump at lower development costs. It will be a great machine, and Nintendo will have to pull out all the stops to maintain anywhere near the market share it has thus far enjoyed.

This is where the iQue comes in. Nintendo's newly launched, China-only unit, is very close to being a portable console. Give it a screen and a battery pack, and it's a handheld N64. All that processing power in the palm of your hands, for under £50. A screen would stick the price up a bit, but you're still

talking under £80. This technology is already months old: Nintendo would have been developing it early last year, so it will no doubt have something more advanced for the true successor to the GBA. That realistically puts the GBA2 somewhere between the N64 and the GameCube in terms of power. Nintendo will need to be showing this hardware at E3 in May, otherwise Sony will get ahead as it did with the PSone and PS2.

THE FUTURE: IT'S A MYSTERWEE!

SECOND ON THE list is the mysterious new hardware that NCL President Iwata-san keeps talking about. At one point we thought he was just talking about *Donkey Konga* and its crazy drums. Then it seemed as though he was talking about launching the iQue on a worldwide scale. Both these assumptions are now out of the window though.

In an interview with the *Mainichi Shimbun* newspaper, Iwata confirmed that this new product will be announced at E3. He reveals that it will be "a product of a different nature," and that "it should be a hint to the next generation of hardware". This news is very exciting because Nintendo obviously sees this as a big deal, and it gives an insight into what Nintendo is planning for its next home console.

GEIST

This on the other hand could be a selling point for Nintendo, IF it's marketed properly. *Geist* has come a long way since last May, but like *Eternal Darkness* before it, the game won't shift unless Nintendo really pushes it. The possession concept will really make this title stand out though.

MARIO 128

Sure-fire system seller no 1. The true sequel to *Mario 64* finally arrives, eight years after the N64 title hit the shelves. Hopefully this game will put Mario's reputation right back up there after he lost a bit of street cred with *Mario Sunshine*.

WIND WAKER 2

Sure-fire system seller no 2. When it comes to sales and reputation, *Mario Sunshine* may not have done as well as it should have done, but little Link has never failed to impress. Many will be hoping for a continuation of the *Wind Waker* story, but we won't know for sure until May.

GEIST



GEIST



GEIST



↑ *Geist* could well be the GameCube's *Halo 2*, IF Nintendo markets it properly. We'll see...



↑ **Mario Golf** finally arrives in Europe just after Easter. It's an important title for GC.

→ **Pikachu** steps out of the limelight for 2004's *Pokémon Colosseum*.



That excitement is soon stunted though, because what Iwata says next is worrying. "We're not expecting everyone to cheer following the announcement. It's okay if 10% of the people say the product is 'interesting', and word spreads with people finding themselves wanting to try it." We like to think we can read Nintendo's collective mind, and to us this statement basically means a continuation of the 'gameplay over graphics' mantra. Yes, gameplay is all-important but we can't believe Nintendo still doesn't believe in making its products graphically intensive. It's partly true that the growth of the market is slowing due to a complete lack of innovation in game creation, but you can't blame it on graphics, and you can't blame it on the massive leaps in technology. Some developers and publishers do concentrate on the graphics before

thinking about the gameplay, but the solution isn't to limit the technical capabilities of the consoles. Take a look at the GBA for instance. That particular hardware could have been more powerful but Nintendo chose to keep it at a certain level. That didn't make GBA games development any more innovative: if anything it made them less so, with developers churning out ports of SNES and Megadrive games. You need to be pushing the technology forward: only then will developers take advantage of it instead of playing it safe. The innovation comes not from the sophistication/simplicity of the hardware. It comes from the attitude of the developer. The developer is at the beck and call of the publisher. The publisher looks to create what the majority wants, and the majority, first and foremost, wants something that will immediately impress them. That is fact. Unless you are

"LIMITING THE GBA'S TECHNICAL CAPABILITIES DIDN'T INVOKE INNOVATIVE GAMES CREATION. IF ANYTHING IT INVITED DEVELOPERS TO CREATE PORTS OF OLDER GAMES"

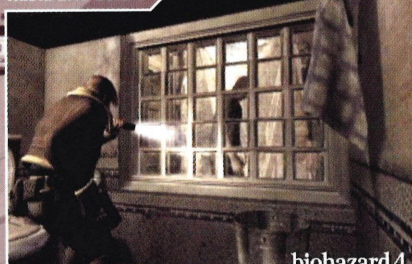
RESIDENT EVIL 4

Sure-fire system seller no. 3. As we reported in this month's news, analysts are predicting a figure of 1.8 million sales of this title worldwide, nearly double that of any other GameCube *Resident Evil* game. It's topping Most Wanted lists everywhere, and we'll have the first play in a few months.

STARCRRAFT: GHOST

We haven't said much about this game yet but that doesn't mean it's not significant. Blizzard creates games of the utmost quality, and the last time we played the game we came away very impressed. We're expecting new code in a few weeks, so expect a full blow-out next issue.

RESIDENT EVIL 4



biohazard 4

STARCRRAFT: GHOST



driven by gameplay alone (and that puts you in the minority), if you spend £40 on a game, you're going to want it to look state of the art. Nintendo is under the impression that it can take the videogame market to a different place, but it can't. Maybe back in the 16-bit days it had enough clout to do that, but not anymore. If it stops and goes in a different direction, the competition will sail on by, followed closely by the mass market.

However... we know that with this product Nintendo is intending to hit a totally new market. As we have already revealed in this month's news, the Nintendo DS is totally separate to the GBA and GameCube. It is in fact a resurrection of the age-old Game 'n' Watch hardware market. It will almost certainly be priced significantly below the GBA 2 and PSP, and offers something new and exciting. Therefore, Nintendo doesn't have to create something that's on the cutting edge of technology, because this particular bit of hardware has no competition in sight.

THE FUTURE: GAMECUBE 2

ALL OF WHICH leads us to the third part of Nintendo's future: the GameCube 2. It does, but we won't be hearing anything official on it for a long time. Iwata has made it quite clear that Nintendo will not let Sony get ahead again. ATI has already confirmed that it has the ArtX team working on the graphics processor for GC 2. These two pieces of information cement the fact that it is in the works. The world will get its first glimpse into what the console could offer when Nintendo fully unveils the Nintendo DS system in May. Whether it hints at what kind of memory, what sort of connections, or what sort of new features the consoles will use, is unknown at this early time.

There are some things about the GC 2 that we do know. It will use Memory Cards. Microsoft chose to go with internal memory, but Nintendo believes in being able to transfer your information quickly and easily. Panasonic's highly under-rated SD Card is ideal. The cards are the size of a postage stamp and have enough memory to cater for huge numbers of saves. Control pads for GC 2 will definitely be wireless as standard. The new wireless GBA link cables use an enhanced version of the Wavebird technology. GC 2 pads will feature an even further enhanced version. This technology will allow not only movement data, but also save data to be transferred to and from the pad. The tiny SD Cards will almost certainly slot into your pad. Yet again we refer you to the iQue. The GC 2 pads will feature something very similar.

What worries us about Nintendo's next home console is the amount of information it's giving to publishers. We understand why it isn't making a public announcement until 2005. With the machine unlikely to hit Japan until early 2006, there's little point in unveiling the machine before E3 '05. Publishers though, need to know what to expect. Nintendo should be making an effort right now. Instead, the early signs are pointing toward a painfully familiar situation. Developers are starting to announce that they are in the planning stages of PS3 and Xbox 2 titles. Nowhere do we see anyone talking about GameCube 2. It's very early days yet, but we sincerely hope that behind the scenes Nintendo is talking to publishers with open arms.



Everyone recognises Nintendo's lead characters, but it needs something more.



MARIO TENNIS

This is a known commodity really. *Mario Tennis* will do for the sport what *Mario Golf* did for golf. It will be great, and will attract Nintendo fans as well as sports fans. It does seem strange that Nintendo has said nothing on it for so long though...

TIMESPLITTERS 3

With EA at the helm every single living being will be aware of this game... which is a good thing because the last game didn't get anywhere near enough attention. The latest game will build upon the awesome Multiplayer mode as well as improving upon what was widely deemed to be an under-whelming single-player game.

BURNOUT NEXT

Burnout 2 did extraordinarily well at retail, but EA will make sure it does even better the next time around. Criterion always said that they would only create another game in the series if it was given a lot of money... we'll leave the rest to you. With influences coming in the form of *Outrun 2*, this... will... be... AMAZING.

BURNOUT 2



TIMESPLITTERS 2



THE REAL DEAL

JUST HOW WELL IS GAMECUBE SELLING?

Companies are always claiming this, that and the other when it comes to sales figures, but what are the actual sales figures of the GameCube?

In Japan, the GameCube has always been third behind the hugely successful PS2 and GBA, while the Xbox trails pitifully behind. For example, take a look at these figures for the first three weeks of 2004:

RANK	CONSOLE	SALES
1	GBA	350,000
2	PS2	330,000
3	GAMECUBE	200,000
4	XBOX	6,000

In the US things are more complicated. Once again, the GBA and PS2 lead the way, but the fight between GameCube and Xbox is all over the place. One week the Xbox will outsell the GameCube, the next week they'll switch positions. It all depends on what games come out that week. For example, in

December the Xbox was outselling the GameCube by around 100,000 units a week, but in November the GameCube was leading by around 200,000 units a week. At the end of the day though, the installed base sales figures put Microsoft ahead in the US:

RANK	CONSOLE	INSTALLED BASE
1	PS2	22,000,000
2	GBA	20,000,000
3	XBOX	7,700,000
4	GAMECUBE	7,000,000

Last, but by no means least is Europe. It's roughly the same story over here though, with the PS2 and GBA running away with it. Microsoft has yet to release its most recent sales figures for the Xbox, but we can tell you that GameCube is just a few units shy of three million sales. Ah... bless.



CUBE

0000 SAYS...

FIRST IMPRESSION

So there you have it: the GameCube is still very much a case of 'all systems go', but Nintendo has got an awful lot going on in the background. With two hardware launches expected in the next year (GBA 2 and the mystery product), Nintendo is being extremely careful to concentrate its promotional efforts on these rather than GameCube 2. Only time will tell how these tactics will work, and you can be sure that we'll be there every step of the way.

CUBE

TAK AND THE POWE

There's magic in the air

CUBE

⊕ INFORMATION

TAK AND THE POWER OF JUJU

PUBLISHER: THQ

DEVELOPER: AVALANCHE

ORIGIN: US

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



APR '04



TBA



OUT NOW

A BIT OF PREVIOUS

WRESTLEMANIA
XIX

GAMECUBE

DARK SUMMIT

GAMECUBE

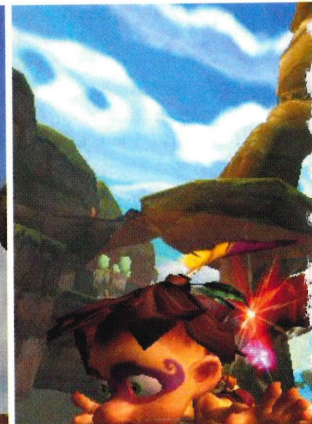
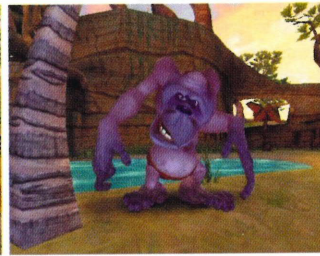
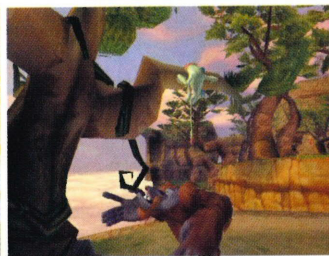
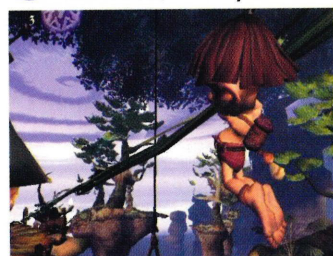
SPHINX

GAMECUBE



He might be small but he's no push-over. Lizards, run for your lives!

FIRST REACTION
Initial characterization suggests a game for the younger audience, but further play may prove otherwise.



THE COMPANY LINE

**"A TALE OF GOOD
VERSUS EVIL SET IN
AN ANCIENT TRIBAL
WORLD WHERE
JUJU MAGIC
REALLY WORKS!"**

THQ PRESS RELEASE

CUBE BACKATCHA

Who needs Juju when you've got David Blaine, eh?

Could this be the next big cartoon franchise? Nickel-who?

COME WHAT MAY in this wonderful life, you can take solace from one proven fact: you learn from your mistakes. If you do something wrong, the chances are you'll fair better the next time. This little life lesson could well be applied to recent Nickelodeon license-based games. It was a successful cartoon... now it can be a game. It doesn't need to be a good game, because (a) it's for kids, and (b) who cares anyway: the name will sell it!

You may want to hold onto your mirkins then, because – shock, horror – *Tak* is the exception to the rule.

Tak was a gaming concept before it got picked up as a cartoon, so it already has something extra going for it. The team behind it (Avalanche) actually listen to feedback and have acted upon it, so that makes it more interesting. Then there's the fact that the game itself reminds us of the N64's DMA-designed *Silicon Valley*. Ladies and gentlemen of the development team, you have our full attention!

THQ's latest platform adventure sees you controlling an adolescent tribes-kid by the name of Tak. After some evil bloke

(does it really matter who he is?) steals the Moon Stones and turns the entire population into ugly sheep (there are attractive sheep? – Ed), it's down to Tak to save the world. His main quest is actually to save the village warrior, who is trapped in a balloon on the other side of a bunch of taxing levels.

In any other game this would be the bit where you have to play through a load of me-too 3D worlds, but *Tak* stands out from the crowd. Avalanche has based the puzzles in the game around animals. Sheep, orang-utans, monkeys, chickens... surely the perfect combo? The easiest way to explain all this to you is to give you some examples. The orang-utans'

R OF JUJU



⬇️ Orang-utans can be used to propell you, and sheep, to far away platforms with ease.

⬆️ As long as he has a banana, the ginger one will be happy. You don't want to get him angry.

massive strength means that they can bend palm trees. Normally they use this trick to catapult sheep (boy do they hate sheep) into the air, and you can use this to cross otherwise impossible gaps. The orang-utans' hatred for sheep can be used for other purposes though. For example, rams don't like humans. Get near a ram and it will butt you out of the way. Stick a sheep in front of them though and they'll instantly fall in love, thus opening the way for you. Sheep aren't always around though, so you can use the orang-utans to catapult them into a ram's territory.

As you progress through the levels, the Juju gods will grant you special

powers enabling you to cast spells and use weapons. The Blowpipe can be used to annoy animals. Shoot an orang-utan, for example, and he might go on a rampage, thus removing the pesky monkeys who are intent on pummelling you with fruit.

In all honesty though, there are far too many cool aspects to the game to be able to do them all justice in a two-page preview. *Tak* is one of those games that could get overlooked because of its childish outer shell, and that would be a real shame because there's a gem of a game in there. Be sure to check back with us next issue for the full review.

CUBE

GET YOUR NICKEL'S WORTH

THEY'VE GOT A USE AFTER ALL...

One thing that Nickelodeon is good at is making cartoons: you really can't deny that. Games however are a different matter. Luckily the company has had very little to do with the creative aspect of *Tak* the videogame (which is down to Avalanche's competence), but it has taken the cut-scenes under its wing. If you've watched this month's Video disc you will already be aware of the quality of said cut-scenes. There are plenty of genuinely funny FMV scenes in the game that help to fill in the story and provide comedy relief from the actual gameplay. Credit to the Nickelodeon team for doing such a great job.



⬆️ The FMV sequences in the game are of the highest quality, thanks to Nickelodeon.

⬅️ You can see this comedic little sequence on our Video Disc this month.

"PUZZLES BASED AROUND SHEEP, ORANG-UTANS, MONKEYS AND CHICKENS... SURELY THE PERFECT COMBO?"

CUBE EXPECTATIONS

CRAZY, ANIMAL-BASED PUZZLE ADVENTURE



- ⊕ Great little entertaining puzzles.
- ⊕ Refreshing and novel gameplay.
- ⊖ May appear childish and silly to some.
- ⊖ Graphics could be clearer and crisper.

■ While *Tak* is unlikely to be the most amazing game you'll play in the next few months, it does look a solid platform adventure, and something that's a bit different from the norm. Given that the list of GameCube releases is shortening by the day, this could well be one of the best games you play in April.

**Burning
rubber**

CUBE

Ⓢ INFORMATION

HW: HIGHWAY 35 WORLD RACE

PUBLISHER: THQ

DEVELOPER: CLIMAX

ORIGIN: US

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE



Q1 '04



TBA



OUT NOW

A BIT OF PREVIOUS

BANJO-KAZOOIE:
GR

GAMECUBE

DARK SUMMIT
GAMECUBE

BRITNEY'S
DANCE BEAT
GAMECUBE



HOT WHEELS HIGHWAY 35 WORLD RACE



Ⓢ Always flashier than the competition from Corgi, now Hotwheels takes on F-Zero.

It's F-Zero, but on wheels and no one's near as fast, handling is a bit dodgy too.



Fancy a racing game with no basis in reality?

WE ALL PLAYED around with Hot Wheels and Micro Machines as young boys, racing them across window ledges and in between normal household objects. So when we got hold of this game you can just imagine the excitement. Well, maybe excitement is the wrong word to use here, but rest assured that nobody was dreading being handed the disc by the almighty Miles like we do with so many other games.

The game plays a bit like *F-Zero*, but on wheels (obviously). The tracks are based in exotic locations and the narrow courses twist around and over themselves, littered with go-faster arrows and glowing hoops that must be collected to fill your boost gauge. Occasionally you'll come across a blue ramp, and boosting as you hit it will send you soaring into the sky, sometimes causing you to land off the beaten path onto a shortcut. If you perform flips in the air while doing this

and land properly then your boost gauge will be filled again, allowing you to take full advantage of any other ramps that you may come across. While Hot Wheels may not be as fast or pretty as *F-Zero*, but once you stop banging off the sides of the courses and learning when to use your boost you start to appreciate it for what it is. Obviously aimed at a younger audience, there's plenty of excitement to be had in unlocking all 35 of the vehicles and battling through the cups. Despite an easy start there's considerable challenge in later leagues (although this may be down to the annoying AI which sends scarily fast opponents onto your tail at the very end of a race despite a seemingly comfortable lead all the way), and the multiplayer mode means you'll be playing for some time.

We do have reservations over the graphics and sound of *Hot Wheels*, and the fact that there's nothing particularly

distinctive about it does mean that it may have trouble finding an audience, but from what we've seen so far, it's enjoyable enough despite the frustrating AI, although that really needs to be sorted out. We look forward to seeing how the finished product turns out.

CUBE

THE COMPANY LINE

"OR SIMPLY JUST
RACE OPPONENTS
THRU VOLCANOES,
ICE MOUNTAINS
AND MORE"

THQ PRESS RELEASE

CUBE BACKATCHA

Like a desert world?

CUBE
EXPECTATIONS

RACE ON CRAZY COURSES



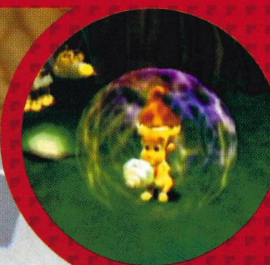
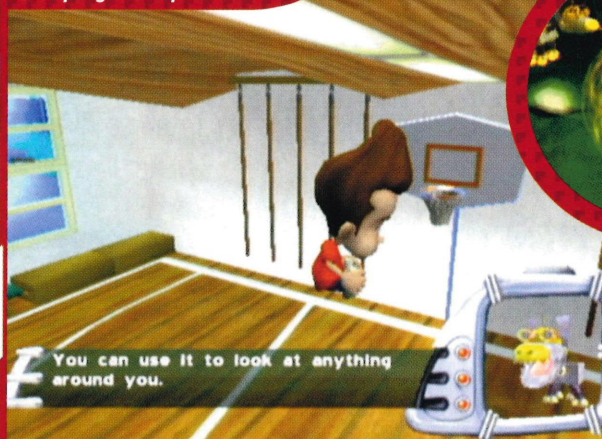
- Ⓢ Fast gameplay
- Ⓢ Rough looking graphics

■ Compared to the likes of *F-Zero* and *Burnout 2*, this is small fry. However, this doesn't stop *Hot Wheels* from being an enjoyable, if slightly rough-looking racer that gets a lot better as you progress through the leagues.



FIRST REACTION
We don't have fond memories of the first Jimmy Neutron game and this doesn't look much better...

Even more annoying than *SpongeBob SquarePants*.



Boy Genius? Just a sign of insecurity, he needs constant confirmation of his intelligence.

Collect 'em all!

CUBE

INFORMATION

JIMMY NEUTRON: JET FUSION

PUBLISHER: THQ

DEVELOPER: KROME

ORIGIN: AUSTRALIA

GENRE: PLATFORM

PLAYERS: 1

PERCENTAGE COMPLETE



OUT NOW



TBA



OUT NOW

A BIT OF PREVIOUS

FINDING NEMO

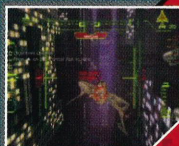
GAMECUBE

RED FACTION II

GAMECUBE

IRIDIUM 3D

GBA



JIMMY NEUTRON JET FUSION

This one's got your name on it, Neutron!

WE REVIEWED AN earlier *Jimmy Neutron* game in the murky past that is Issue 18, where it received a measly 4.0. Needless to say we were hoping that this early code would be a significant improvement, but unfortunately it looks as though at this stage at least, that old review may as well be printed again.

Jimmy Neutron: Jet Fusion tells the story of how the boy genius accidentally sucks Retroville into a book, causing his best friends to become super villains, the world around him to become distorted and famous film star/international spy Jet Fusion to get captured by the megalomaniac Dr Calamitous. To combat this threat, Jimmy has to run around sixteen levels set out over five worlds collecting batteries to power his various gadgets, invention pieces to

build these gadgets and NavChips, which allow you to play the next level.

This is the core problem with *Jimmy Neutron* – it's just a massive collect-a-thon. From the very first time you control Jimmy you'll be looking to collect items (marked on the map as coloured dots), following a helpfully placed trail of batteries. The environments and characters look good and with the original voice acting, it sounds faithful to the TV program it's based on. But when a game relies on such simple mechanics your attention begins to wander far too quickly. Fair enough in that it's aimed at the younger audience but really, that's no excuse to not include anything that's even slightly intellectually engaging.

Jimmy has plenty of moves – as well

as being able to jump a moderate distance and pull or push objects around, he can also use his pet robot-dog Goddard to help him. Ask nicely and Goddard will turn into a shield, a go-kart or watercraft. He's also able to 'play dead', which entails you taking control of the metal mutt and charging headfirst into a group of enemies or large boss and self-destructing to cause any baddies lurking nearby big pain.

It's game that doesn't come with much pedigree and it's hard to see it bucking our predictions.

CUBE

THE COMPANY LINE

"INTERACT WITH YOUR FAVOURITE CHARACTERS FROM THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS"

THQ PRESS RELEASE

CUBE BACKATCHA

There'll be lots of FMV then.



CUBE EXPECTATIONS

SLOW COLLECT-A-THON



- Looks faithful to the cartoon
- Very frustrating gameplay

■ We like our platformers but *Jimmy Neutron* is so devoid of any original (or even fun elements) that it's difficult to see how the final version will hold our attention for more than five minutes. It looks nice but there really is no flair.

Straight from the devil himself

CUBE

⊕ INFORMATION

SPAWN: ARMAGEDDON

PUBLISHER: EA

DEVELOPER: NAMCO

ORIGIN: US

GENRE: BEAT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



01 '04 TBA OUT NOW

A BIT OF PREVIOUS

SOUL CALIBUR II

GAMECUBE

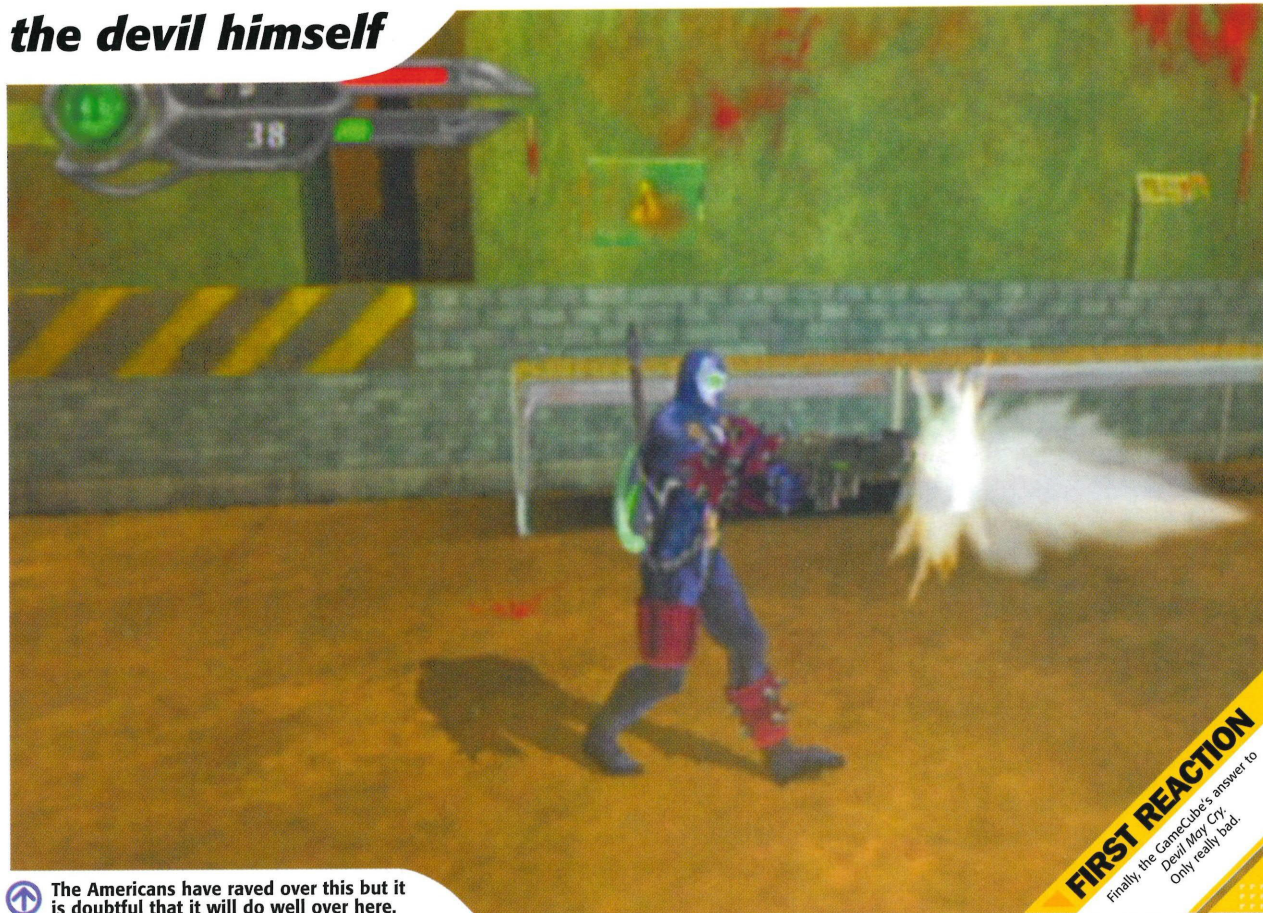
DEAD TO RIGHTS

GAMECUBE

ATV: QUAD

POWER RACING

GAMECUBE



⊕ The Americans have raved over this but it is doubtful that it will do well over here.

Namco spawns another scrolling brawler



WHEN IT COMES to kicking some demon arse, there's nothing like a moody, growling anti-hero to darken up your day – in a good way of course. And when it comes to anti-heroes, they don't get much cooler than the former general, Spawn. This guy has it all: a big axe, a red flowing cape with holes in it, the power to manipulate the green goo 'Necroplasm' to form weapons or defences, and two crotch-mounted chains that can shoot out in order to stab enemies, rip them apart or haul himself across large gaps. Oh, and let's not forget his *Mario 64*-style double-

jumping and wall-jumping abilities!

But enough about Spawn, we're positively dribbling over his classiness.

The gameplay is pure scrolling beat-'em-up. You enter an area, dispatch the enemies in any way you can and then move onto the next area. There are no puzzles to worry about, no backtracking and the only break from the action you get is when you come across a platform section.

After playing *Spawn* for quite a while and rather enjoying chopping people up into bits with Agony the axe (isn't that just hysterical?) and swooping about in an important manner. Reminiscent of *Devil May Cry*, you even pick up twin guns for a bit of blasting action.

But at this stage, *Spawn* isn't without

THE COMPANY LINE

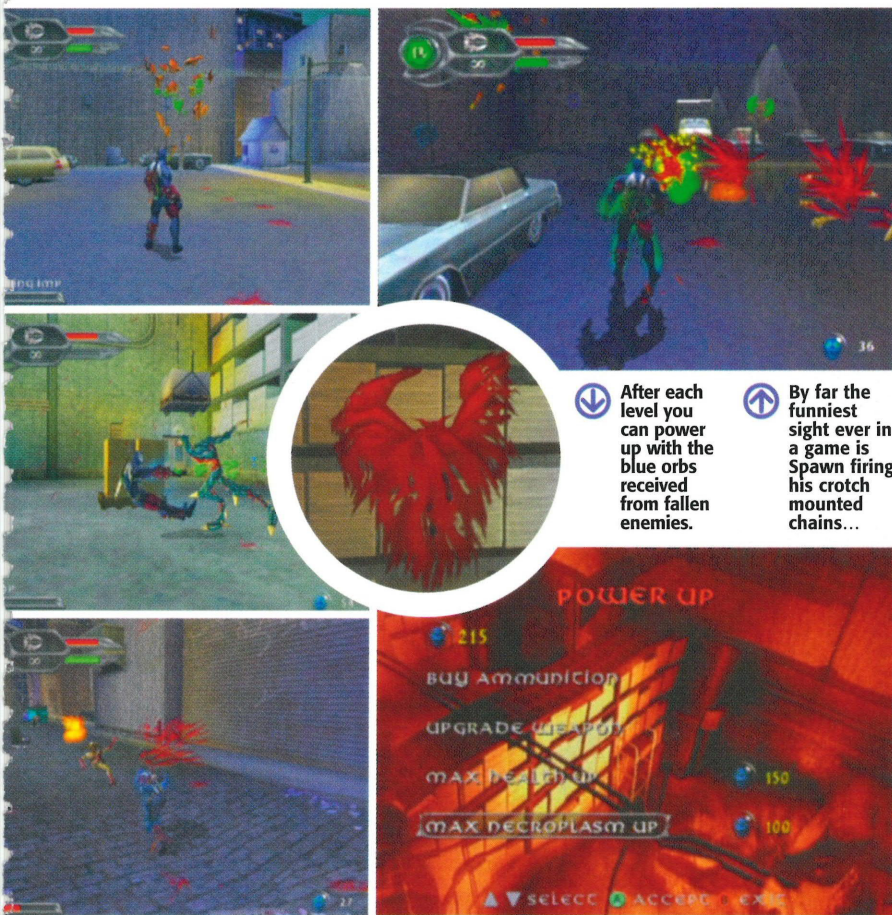
"THE INTUITIVE CONTROLS ALLOW PLAYERS TO MANOEUVRE THEIR WAY THROUGH VARIOUS INTERACTIVE AND DESTRUCTIBLE ENVIRONMENTS"

EA PRESS RELEASE

CUBE BACKATCHA

Uh, what did controls do before this innovation?

SPAWN: ARM



↓ After each level you can power up with the blue orbs received from fallen enemies.

↑ By far the funniest sight ever in a game is Spawn firing his crotch mounted chains...

its problems. An integral part of any 3D game (particularly one which has you running around so many cramped areas) is the camera. It's got to be smart and inconspicuous, giving you the best view of the action at all times. Yep, you guessed it – although we didn't find ourselves fighting with the \ominus -stick too often, we still experienced some unfair deaths due to shaky camerawork, and at this stage of 3D gaming it's getting a little ridiculous. Further complaints include the controls being unresponsive, and worst of all, intrusive to progress. A prime example is the double jumping: obviously you tap the Δ button twice to jump higher, but say you want to run along, jump, get to the apex of your arch and then jump again, thus increasing your

distance. This is impossible! Seconds after you do your first jump, his cloak opens out like wings to give him limited gliding ability. However from here you can't press jump again, so in order to take full advantage of your double-jumping ability, you have to press Δ twice in rapid succession.

Problematic little details like this, are littered around the world of *Spawn* and let the game down severely.

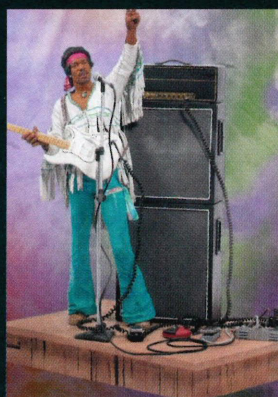
If *Spawn: Armageddon* wants to hack and slash its way to greatness then there's a lot of cleaning up to be done. We can see an enjoyable, compulsive game in there but its struggling against the prison bars of sloppiness. More work required, but time's running short if it's gonna hit its planned release date. Hmm.

CUBE

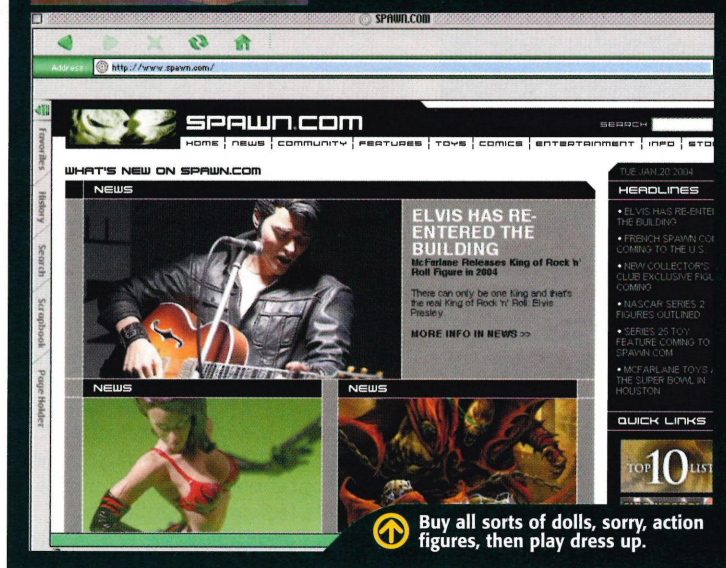
"COMPLAINTS INCLUDE THE CONTROLS BEING UNRESPONSIVE, AND INTRUSIVE TO PROGRESS"

SPAWNING PRODUCTS

FIGURE OF SPEECH



If you think that all Todd McFarlane (the creator of *Spawn*) does is draw comics all day then you're be hideously mistaken. Just head over to their website at www.spawn.com to get a taste of Todd's talents. His company created music videos for the likes of Korn and Pearl Jam, cartoons, and most importantly of all, action figures. McFarlane Toys create highly detailed figures of pop-culture icons, musicians and video game characters, and over they years they've managed to create a huge fan base. If you head over to their website you'll even be able to join the Collector's Club, where you have the opportunity to purchase one-off, limited edition figures. Now we know where all Gary's money goes!



↑ Buy all sorts of dolls, sorry, action figures, then play dress up.

CUBE EXPECTATIONS

CHAIN-WHIPPING DEMON SLAYING



- ⊕ Cool character and weapon design.
- ⊕ Hellish atmosphere and weird enemies.
- ⊖ Woolly controls and dodgy targeting.
- ⊖ Confusing levels with bland textures.

■ We can't help but compare this to the ill-fated *Batman: Dark Tomorrow*. Initially exciting with a very cool licence, but when it comes down to it, a chore to play through and totally formulaic. We're giving *Spawn* the benefit of the doubt as there is potential here. It just needs a lot of tidying up before it hits the shelves.

ARMAGEDDON

CONAN

The muscle man returns



⬇ Conan's travels will take him to many different towns and villages but probably not California.

⬆ A bloody great sword is always handy for slicing through the dense undergrowth in forests.

CUBE

⊕ INFORMATION

CONAN

PUBLISHER: TDK MEDIACTIVE

DEVELOPER: CAULDRON

ORIGIN: SLOVAKIA

GENRE: HACK 'N' SLASH

PLAYERS: 1

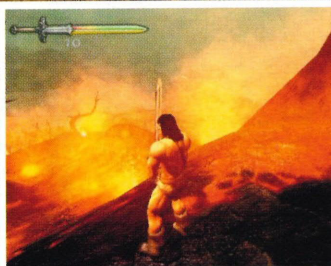
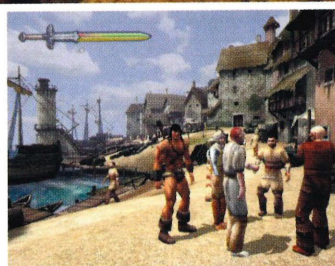
PERCENTAGE COMPLETE

00 25 50 75 100

MAR '04 TBA MAR '04

A BIT OF PREVIOUS

DINOTOPIA
GAMECUBE
OUTLAW GOLF
GAMECUBE
ROBOTECH
BATTLECRY
GAMECUBE



FIRST REACTION
It just looks like your average hack 'n' slash to us on first inspection. The lack of Arnie image doesn't help.

Tie up your women and cover yourself in linen...

WE HAVE TO ADMIT we weren't expecting much from TDK's latest title, so it was nice to come away from the latest code feeling pleasantly surprised. *Conan* the game is basically an adventure set in the cut-throat world of Robert E Howard's famous fiction series.

The last version we played was full of glitches, looked basic at best, and was far too difficult. We're pleased to report that the 80% complete version is a far cry from the first build, and actually plays rather well.

You control Conan from a third-person perspective, and are set on a path of revenge after your village is destroyed. Your journey takes you through deserts, valleys, mountain-top paths, forests, underground caverns, temples and villages. Naturally all are filled with thieves, hell-spawn and more importantly, monkey-men.

Conan starts out with his classic broadsword. There are two attack buttons, a block button and a jump button. Every time you slay an opponent you earn points, which can be used to learn new combos with that weapon. If you pick up and choose to use a new weapon, you'll have to learn the combos for that particular weapon. Battles aren't the most amazing or innovative you'll find in the world of videogames, but the gameplay is fluid and intuitive.

It's not all just mindless killing though. Every now and then you'll get to chill out in a village and talk to people in order to gather clues. It's hardly *Zelda*, but these sections offer a welcome break from the action. The only problems we encountered with this code were minor framerate issues and camera glitches. The developers are claiming to sort the cameras out and get the game running as near to a constant 50fps as they can.

Conan is never going to be an amazing game, but the four hours we spent with it were good fun to say the least. We'll be oiling our muscles to bring you our final verdict next month.

CUBE

THE COMPANY LINE

"CONAN FOLLOWED HIS OWN CODE OF HONOUR"

TDK PRESS RELEASE

CUBE BACKATCHA

Translation: he was a bit of a git who would kill anyone to get results, nes pas?

CUBE EXPECTATIONS

DECENT SLASHER



⊕ Official license.
⊖ Classic platform problems.

■ There's a complete lack of decent hack 'n' slash games on the GameCube, and *Conan* will probably end up being the best one out there. It has great music, but every other part of the game is average to good.

premier  asia

SCHOOL'S OUT



**"A TRIUMPH OF SPECIAL
EFFECTS & FIGHTING
THAT BLOWS THE
MATRIX MOVIES
OUT OF THE WATER"**

TOTAL DVD

2 DISCS
- 5 HOURS OF FEATURES

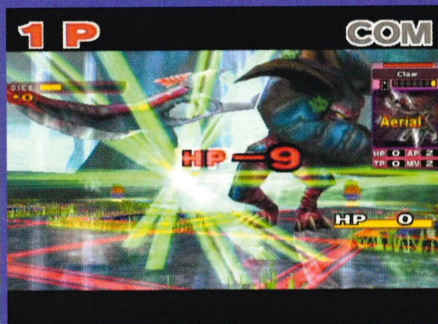
- | Exclusive Interview Gallery - Jang Hyuk, Shin Min-ah, Kim Soo-roh & Director Kim Tae-gyun
- | The Making of Volcano High - 3 Featurettes
- | Deleted Scenes | Behind the Scenes Featurette
- | Storyboard Comparisons
- | Fight School
- | Audio Commentary
- | Dolby 5.1 & DTS Digital

**UK DVD DEBUT
23RD FEBRUARY**

available from

music zone

CUBE IN-DEPTH



CUBE

INFORMATION

PSO III CARD REVOLUTION

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100



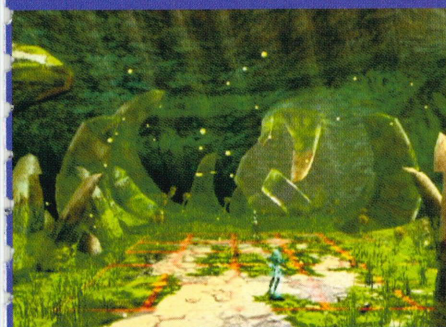
Haven't they given up
on this planet yet...

PSO III CARD

FOR REASONS UNBEKNOWNST to us, Yuji Naka is intent on supporting the GameCube first and foremost with his team's online RPGs. We're not trying to put the GameCube down, but you must admit it is strange for a company to dedicate an online title to a machine that is decidedly inadequate in the online department. Not that we're complaining of course: we're only too

happy that Sonic Team chose to develop *Phantasy Star Online Episodes I+II* exclusively for our machine. Granted it turned up on the Xbox a few months later but the fact that this happens proves that the GameCube version didn't sell as well as SEGA had anticipated. We are puzzled then by SEGA's decision to bring the latest game in the series exclusively to the GameCube, but that's

"IT IS STRANGE FOR A COMPANY TO DEDICATE AN ONLINE TITLE TO A MACHINE THAT IS DECIDEDLY INADEQUATE IN THE ONLINE DEPARTMENT"



TRAITORS!

TALK TO THE ANIMALS

■ There is now another group of fighters called the Darkside. They use animals in battle instead of using spells and weapons. It's cheating if you ask us though: a giant Hildebear Vs a pistol just is not fair.

GRIDLOCK

LET'S GO WALKABOUT

■ All battles take place on a fighting grid made up of many squares. Your actual movement on the grid isn't all that limited, but your attacks have their own range and pattern to them, so position is all important.

NUMBER GAMES

THE POWER OF PAPER

■ Each card has its own set of stats. These include Hit Points, Attack Points, Technique Points and Movement. It's just an enhanced game of Top Trumps really. There, that got your attention.



REVOLUTION

something for SEGA's accountants to worry about, not us.

For those of you who know nothing of the *Phantasy Star Online* series, it is an action RPG that has to be played online to be fully appreciated. The original *PSO* took the Dreamcast by storm before the semi-sequel arrived on the GameCube. There are hundreds of thousands of people

registered to the online service, so it makes sense to create a sequel, but SEGA has taken the series in a very different direction for this next iteration. The story goes like this: after fleeing their dying home planet and trying to settle on the planet Ragol, the travellers come across a whole bunch of problems on the planet's surface. 21 years after this happens

the mothership is still in orbit because the teams have failed to rectify the problems. Therefore the most popular pastime for the ship's inhabitants is to go down to the surface to carry out various jobs and quests. The storyline is practically identical to previous games, then, and it seems doubtful that they'll ever get off that ruddy ship!

PREVIOUS

FROM THE MAKERS OF...

PSO EPISODE I + II

■ Set in and around the same planet, but far more action based than the latest game in the series.

TOTALGAMES.NET RATING: 75%



FOR DARK EYES ONLY...

WILL YOU BE DRAWN TO THE DARK SIDE

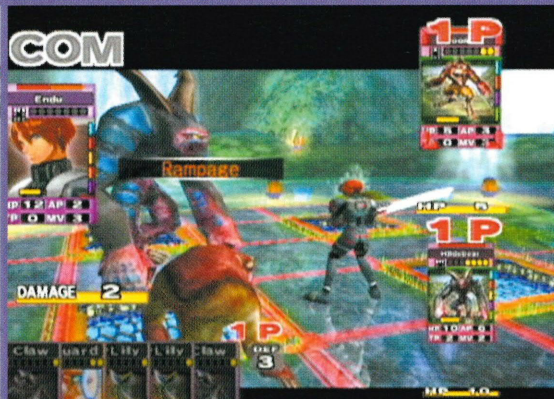
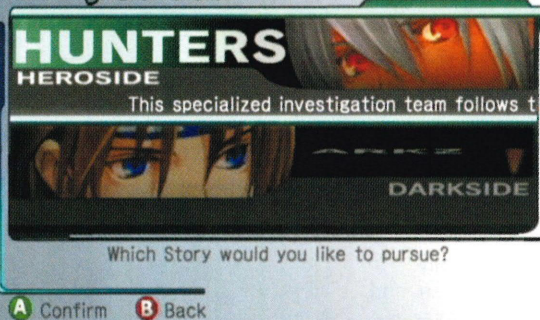
When you come to choose your character, you are able to take one of two routes. You can either choose to follow the Heroside, or fall to the Darkside. The former will see your character taking on the role of a normal character. In battle the Heroside can use various weapons and cast magic spells (the specifics depend on which character you use). The Darkside characters however are a

new addition to the game. These characters have got fed up of following the rules and have taken to using the creatures from the planet to their advantage. Choose the Darkside and you will be able to summon all manner of creatures, from Rag Rappies, to Hildebears and Savage Wolves. We haven't seen any room-filling dragons yet, but we're hoping that they'll be in there somewhere.

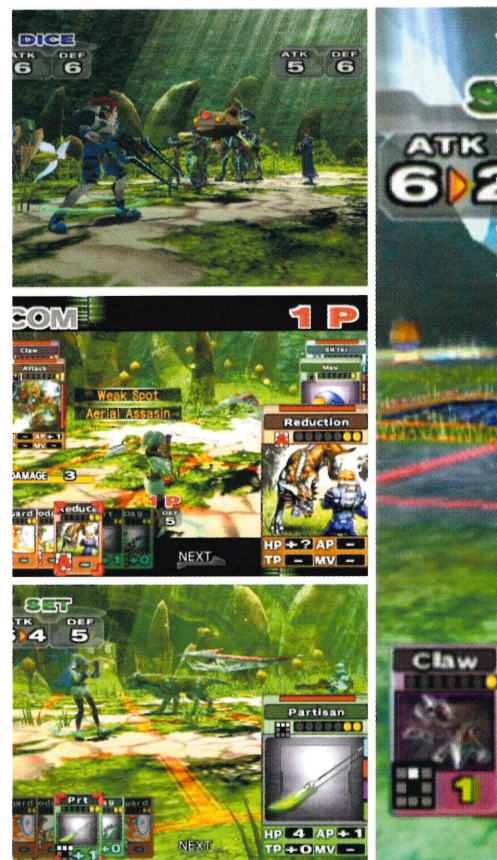
The Heroside are unable to call upon wild animals.



Story Select



Sometimes there are as many as six creatures attacking you.



CONTINUED

The most significant change to the game is that the combat is no longer real-time action-based. All battles now take place on a turn-based grid with commands coming from a deck of cards. You still get to choose your character and talk to people as before, and you still get to choose quests and go down to the planet's surface. When you get into a fight though, it all changes.

At the start of the battle two dice will roll in the top-left corner of the screen. You can either let these stop by themselves or stop them yourself by tapping the A button. The larger of the two

"COMBAT IS NO LONGER REAL-TIME ACTION-BASED. ALL BATTLES NOW TAKE PLACE ON A TURN-BASED GRID WITH COMMANDS COMING FROM A DECK OF CARDS"



⬆ The screen is filled with stats and pictures, but it's all pretty straightforward after a while.

numbers will be your Attack strength, while the smaller one becomes your Defence strength. You will then be given five cards and asked to prepare yourself. Each card has its own stats, as well as a number of yellow dots. These yellow dots determine how much of your attack/defence strength will be drained. At this stage you are merely equipping yourself with shields, magical barriers or weapons. Once you're set up you get the option to move around the grid. Only then can you choose to attack an opponent with a weapon or a spell. With your attack selected your enemy will be given a chance to defend themselves. All of your moves will drain

your Attack and Defence power, so you have to be very strategic and forward plan every sequence. You also have to remember that your Defence power will have to last you for your enemy's imminent attack as well.

Each successive battle will earn you new cards, so the potential for item collecting is now expanded even further. As with the other *PSO* games, the online world is where it's at. You can still walk around, talk to people and start your own teams, but now you can also trade cards with people. You can even talk to members of *PSO Episodes I+II*, though you can only join quests with people

CARDS OF DOOM

WHAT DOES IT ALL MEAN

At the start of each battle your character will set their Attack and Defence stats by way of two dice. The cards themselves have their own stats though, and winning a battle is down to using these stats to your advantage. A Hildebear has high Attack Power and Hit Points, but it can't move very far, and has low Technique Points. An Evil Shark on the other hand may not be all that powerful, but it has long range attacks, so you can position it out of harm's way while still inflicting damage. This is the same for the weapons spell cards.



⬇ Every card has it's strengths and weaknesses...

who are playing the right game, for obvious reasons.

If you aren't able to go online, there's always the offline version. Here you can explore the world and take on quests on your own, or you can go through the game in split-screen four-player mode. Sadly, despite being perfectly suited to this style of game, there is no LAN mode available.

The completed US version of the game is due very soon, so you can expect a full review within the next few months. Check back with us next issue for some exclusive footage on the Video disc.

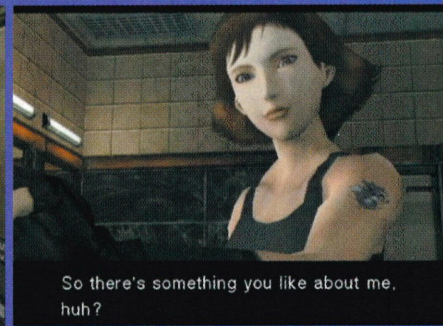
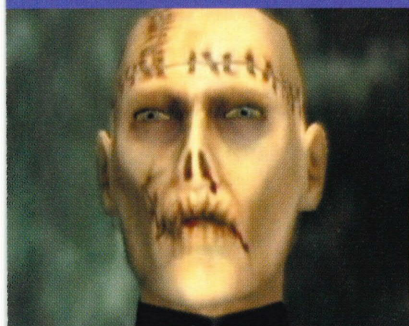
CUBE

CUBE

□□□□ SAYS...

FIRST IMPRESSION

■ Online RPGs are a niche audience genre, so adding yet another niche aspect into the series is only limiting SEGA's potential sales even further. Saying that, those of you who do like this type of game will love it. *PSO* fans will love an excuse to go back to that universe, and the card trading option will have you falling in love with it all over again.



CUBE

INFORMATION

MGS: THE TWIN SNAKES

PUBLISHER: KONAMI

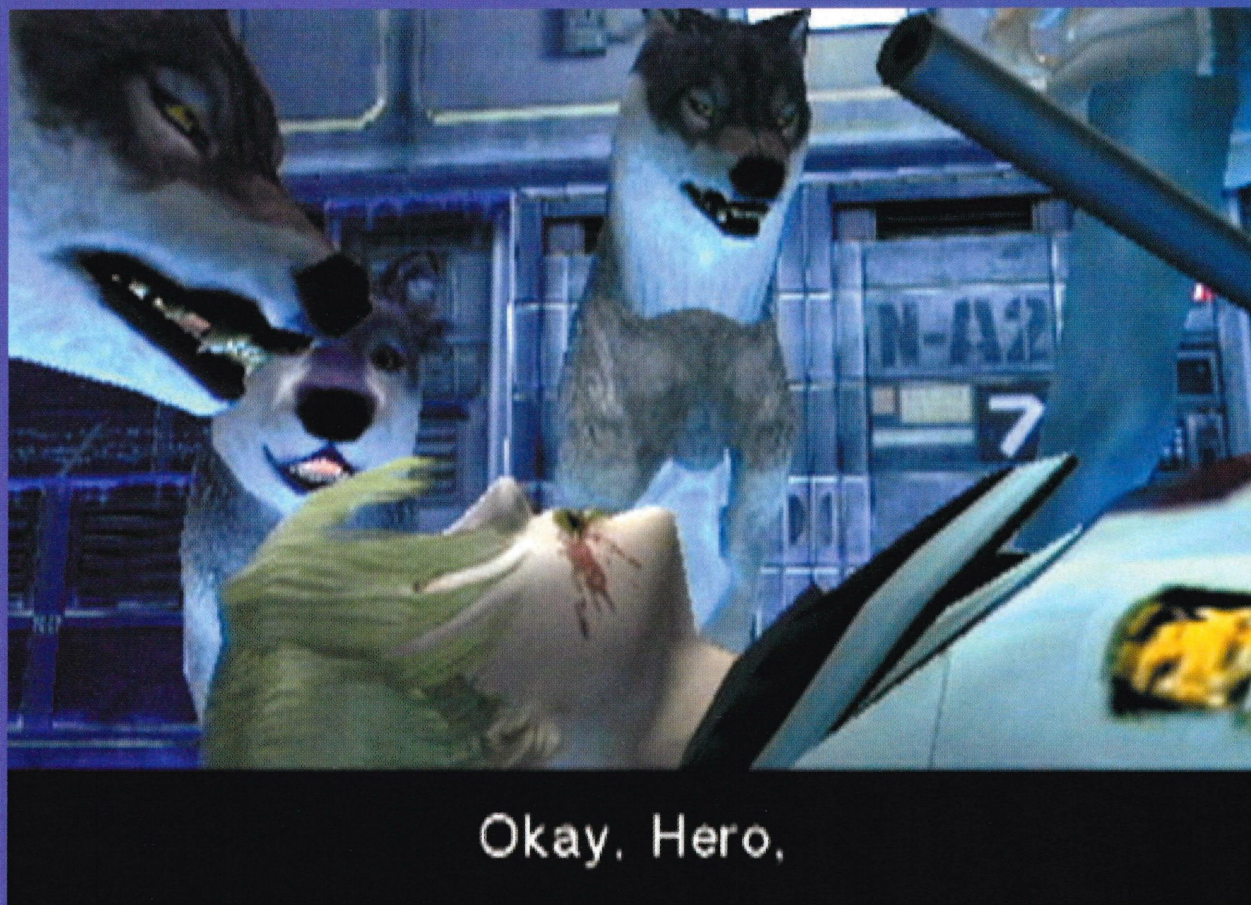
DEVELOPER: SILICON KNIGHTS

ORIGIN: CANADA

GENRE: STEALTH ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



METAL GEAR SOLID:

**Hands-on
with the very
latest code
from Canada**

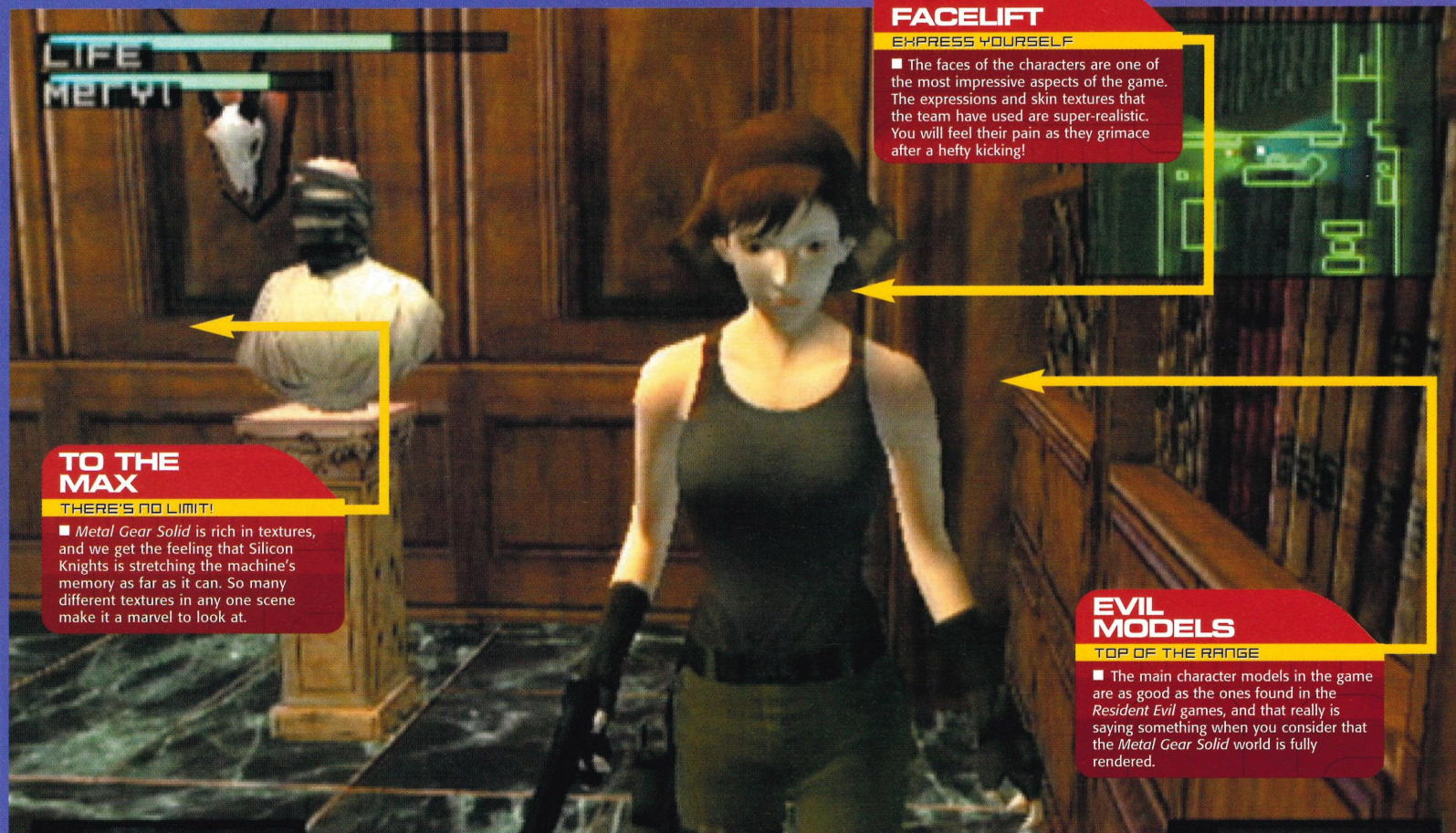
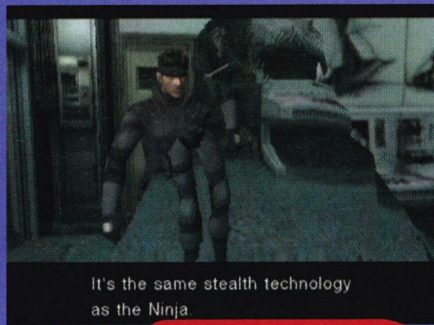
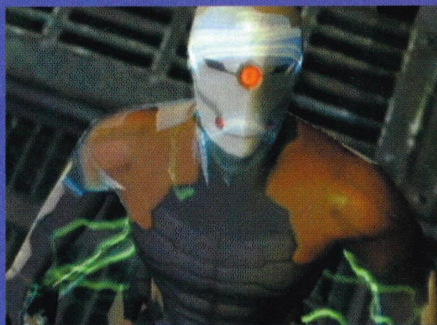
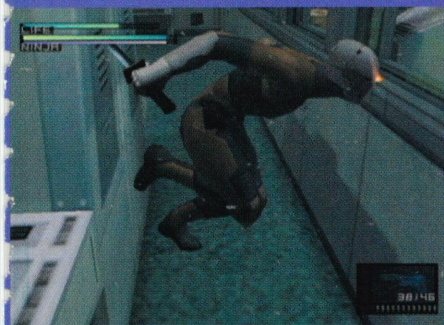
WE KNOW WHAT you're thinking. How can there possibly be anything more to say about *The Twin Snakes*? Admittedly we had already told you everything we knew about the game, but the very latest version has all those extra elements that Silicon Knights promised us, so naturally we want to tell you all about 'em.

Firstly though we should tell let you know how much the general state of the

code has improved over the course of the last two months. Pretty much all the problems that we cited a few issues back have been addressed. The frame rate has been vastly improved, and much of the game runs at 60fps. That said there are a few areas where it drops, but it doesn't affect the gameplay in any way. The textures have also been upgraded left, right and centre.

Objects that had simple textures previously – take for instance the steps leading out of the water at the start of the game – now have detailed, rusty textures on them. The controls have also been refined, with the analogue control now allowing Snake to creep, walk and run. The movement in general is far less twitchy as well. Another notable development is that the latest code

"IT'S AMAZING HOW MUCH HAS BEEN ADDED AND IMPROVED UPON IN SUCH A SHORT SPACE OF TIME"



FACELIFT

EXPRESS YOURSELF

■ The faces of the characters are one of the most impressive aspects of the game. The expressions and skin textures that the team have used are super-realistic. You will feel their pain as they grimace after a hefty kicking!

TO THE MAX

THERE'S NO LIMIT!

■ *Metal Gear Solid* is rich in textures, and we get the feeling that Silicon Knights is stretching the machine's memory as far as it can. So many different textures in any one scene make it a marvel to look at.

EVIL MODELS

TOP OF THE RANGE

■ The main character models in the game are as good as the ones found in the *Resident Evil* games, and that really is saying something when you consider that the *Metal Gear Solid* world is fully rendered.

THE TWIN SNAKES

comes on two discs. This is hardly surprising given the insane amount of high quality speech in the game. This isn't confirmation that the finished game will come on two discs, but it seems highly likely. It's amazing how much has been added and improved upon in such a short space of time.

That's your lot for the straightforward improvements, but

now we move on to the brand new additions. It's blatantly obvious that many of these new features have only appeared because of Silicon Knights' involvement. The team have tried to mess with your head a little in the same way that *Eternal Darkness* did. There are subliminal flashes here and there, the soundtrack is more an amalgamation of sound effects and

voices rather than actual music, but the most notable example comes in the form of the Psycho Mantis battle.

Having a powerful psychic in the game has given the team the excuse they needed to go to town on your mind. The screen goes blank with the word 'Hideo' coming up instead of 'Video'. There are three paintings in the room, depicting Ryuhei Kitamura

PREVIOUS

FROM THE MAKERS OF...

ETERNAL DARKNESS

■ If you thought *Resident Evil* was unsuitable for the faint-hearted then wait until you play this.



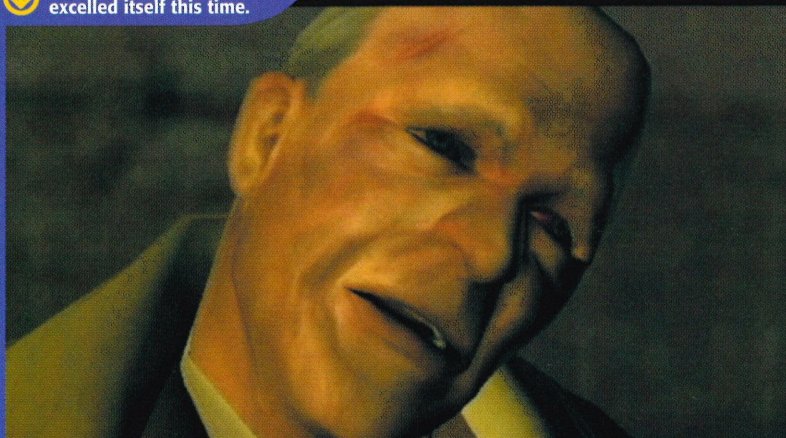
TOTALGAMES.NET RATING: 93%

FOR YOUR EYES ONLY

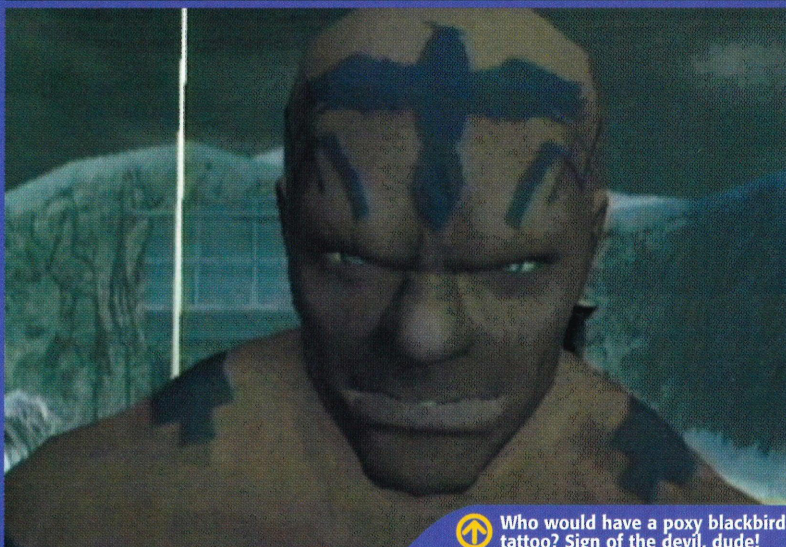
PEEK INTO THEIR VERY SOULS!

Fans of *Eternal Darkness* will already know of the superb facial expressions that Silicon Knights is capable of. *Metal Gear Solid* takes that one step further. Even the soldiers whose faces are covered with balaclavas show very real emotions, and this is all because the team has mastered the use of the eyes. The faces and skin are all very realistic, but it's the eyes that really show what emotion the characters are feeling. You'll feel Baker's pain and anguish as he recalls a sinister plot. You'll feel sorry for Sniper Wolf when she lies dying in the snow. This isn't just down to the facial animation though: it's also thanks to the quality of direction and the completely re-recorded voiceovers.

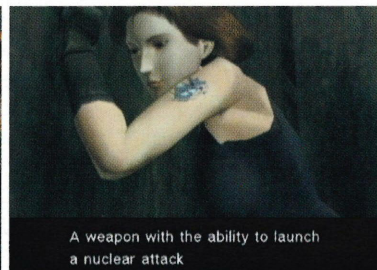
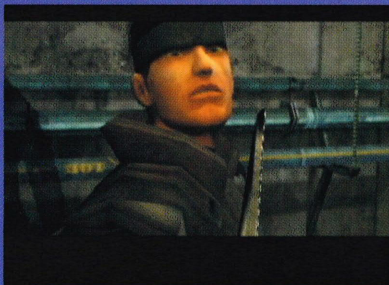
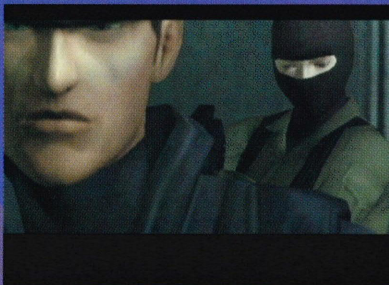
↓ Silicon Knights really has excelled itself this time.



the threat is more real than ever before.

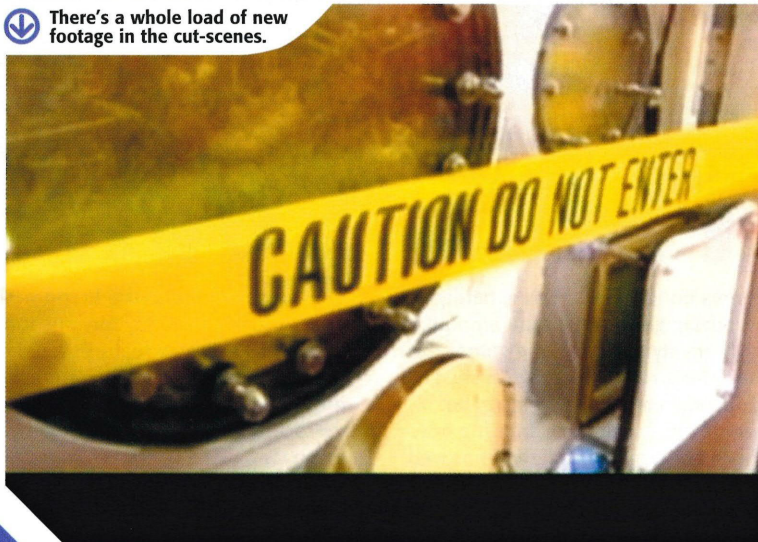


↑ Who would have a poxy blackbird tattoo? Sign of the devil, dude!

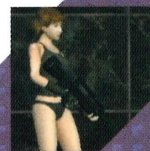


A weapon with the ability to launch a nuclear attack

↓ There's a whole load of new footage in the cut-scenes.

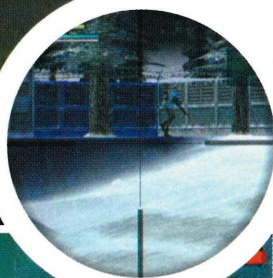


"THE WHOLE ROOM BURSTS INTO FLAMES AND DENIS DYACK TURNS INTO A BURNED CORPSE. DELICIOUSLY DISTURBING..."



⬅ The level of violence is pretty full-on. The guards get thrown around like rag dolls.

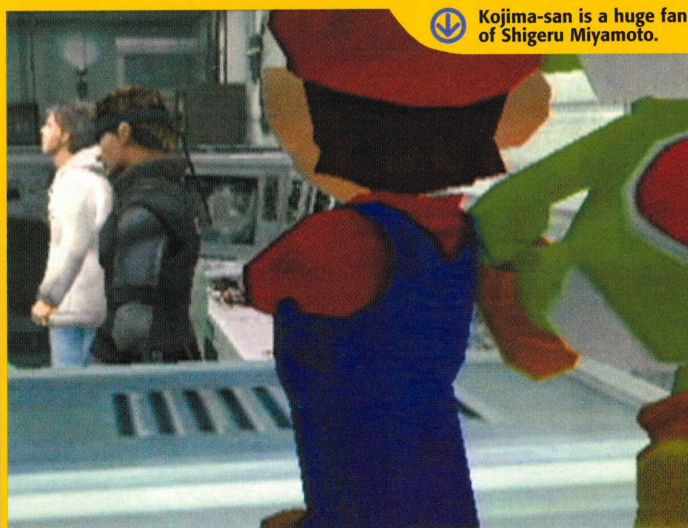
⬇ The Sniper Rifle is as difficult to aim as you'd expect. None of that simple arcade stuff.



THE LITTLE THINGS

TAKE A CLOSER LOOK

Here are some screens of the wonderful little extras that Silicon Knights has put into the game. The GameCube and Nintendo characters are nice little touches, but the crazed paintings are even better. We haven't got room to show you pictures of guards wetting themselves, but we've put a picture of a naked guard in for good measure. Something for the ladies!

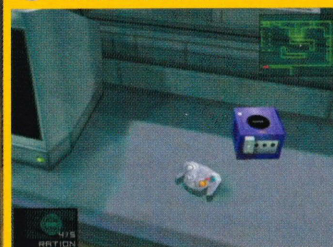


⬇ Kojima-san is a huge fan of Shigeru Miyamoto.

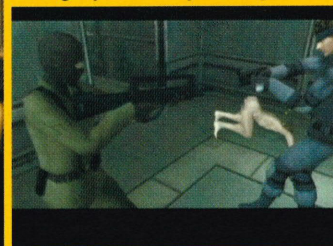


⬇ Kojima-san looks on as Denis Dyack goes to hell. Nice touch guys...

⬇ Only one pad? The owner of this GameCube is a bit of a loner.



⬇ You have to be quite bendy to get your arse up that high.



CONTINUED

(cut-scene director), Hideo Kojima (creator of Metal Gear) and Denis Dyack (president of Silicon Knights, and the nicest man in the world) in suits. As Psycho Mantis' power increases these pictures come to life, and the three characters start laughing insanely at you before the whole room bursts into flames and Denis Dyack turns into a burned corpse. It's deliciously disturbing and typical of Silicon Knights.

Another blast from the past is the quality of the facial expressions. *Eternal Darkness*

had the best facial expressions to date, but *Metal Gear Solid* is set to change that. We've gone into more depth on this elsewhere in the feature, but suffice it to say that you really feel for the characters in the game.

There are lots of little references to Nintendo in the game. There's a GameCube with a Wavebird in one of the labs, and there's also a model of Mario and Yoshi. Having the primary colours of those two pop up in a dark and dingy cut-scene is a little bit strange, but we like it. We haven't managed to find any reference

to Miyamoto-san just yet, but he's bound to be in there somewhere.

So you see, many of our fears for the game have been attended to. *Metal Gear Solid* is now looking the slick and highly polished adventure we knew it would be, perhaps better than even Kojima-san himself could have hoped for. There are some collision detection bugs that still need ironing out, but we have no doubts that these will be fixed. This month's Video Disc has new footage taken from the version we played, so turn the sound up and enjoy!

CUBE

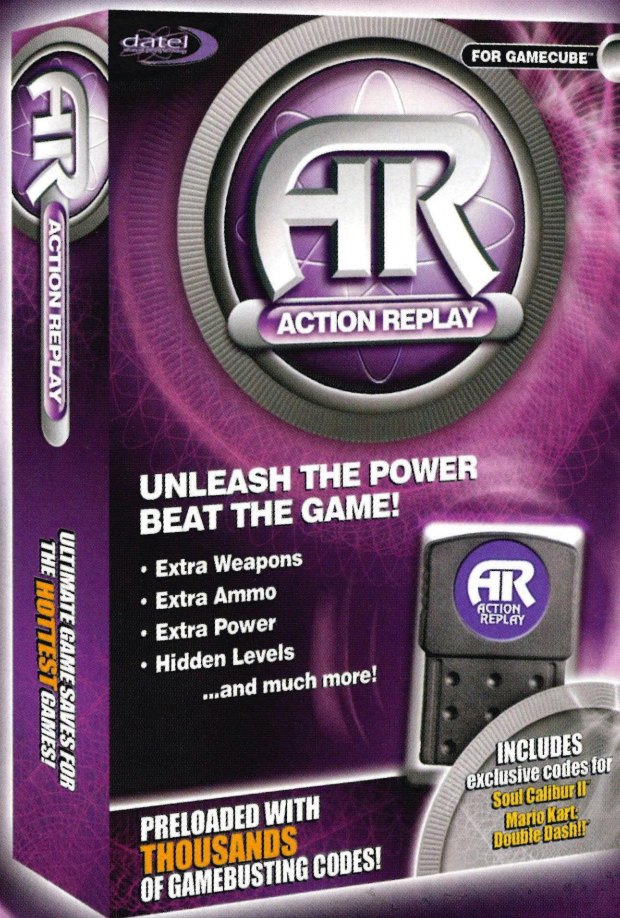
□□□□ SAYS...

FIRST IMPRESSION

■ This game has come a long way since its debut at E3 last year, and by the time it arrives it will be a fantastically playable title. Even if you played through the PSone version, you need to get this game. It may not have as much new content as something like *RE Remake* did, but the cut-scenes alone are enough of a reason to play through it again.

CUBE

YOUR ONE-STOP SHOP FOR THE COOLEST



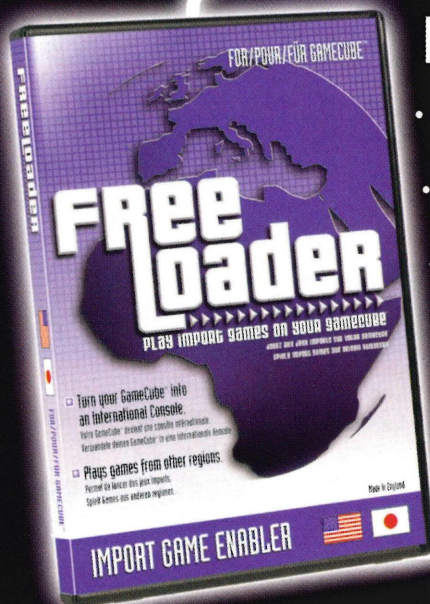
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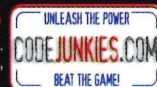
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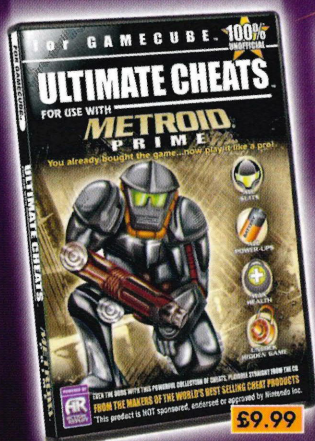
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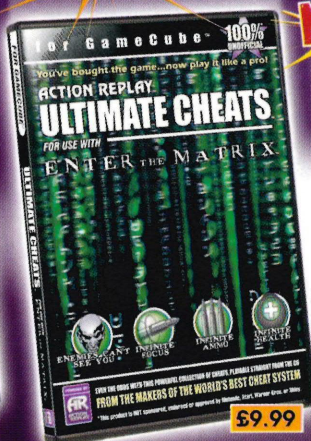
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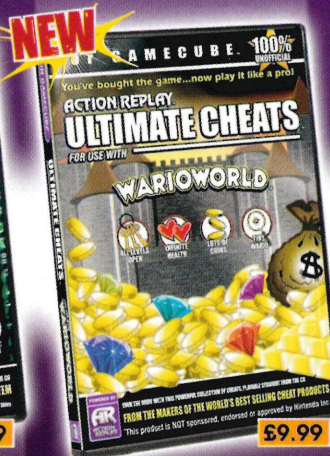
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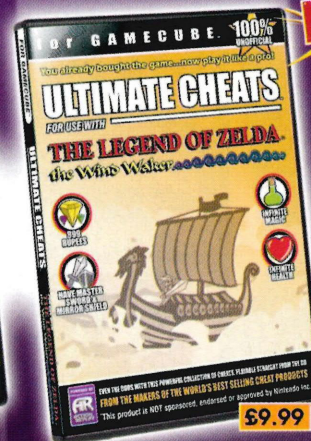
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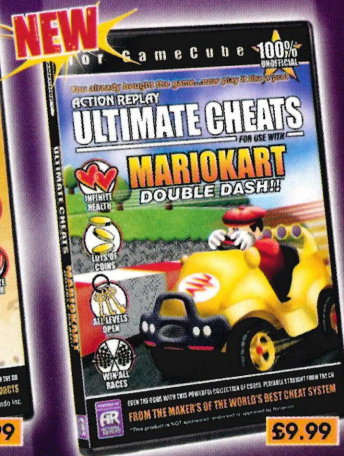
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Ultimate Cheats for use with The Legend of Zelda™: The Wind Waker



Ultimate Cheats for use with Mario Kart: Double Dash™

CUBE

ISSUE TWENTY-NINE

REVIEWS

JUST A BIT LONGER

EVEN FOR THE most cynical-minded this month has been a very good one for GameCube owners. January was quiet, but there are at least five games worth buying in this month's reviews section.

After that we have the delights of *Final Fantasy*, *Mario Golf*, *Harvest Moon* and *Metal Gear Solid* to look forward to. Beyond all that though you have to wonder where the killer titles are coming from. What exactly can we expect between April and September? We're sure that *Wind Waker 2*, *Mario 128*, *Geist*, *StarFox 2* and *Pikmin 2* are on the home run, but at the very best only one of those will hit Japan in July. That's no good for us PAL gamers though. Nintendo will need to pull off a miracle to keep us interested over the summer months...

■ CHANDRA NAIR



GameCube owners can finally shake off Sony's European PS2 exclusivity and get their hands on Ubi Soft's mind-blowing platform update. Easily one of the games of the year.

54

CUBISTS

What are the CUBE team's favourite film moments of all time? It's lucky you asked, cos here they are...

MILES GUTTERY



EDITOR,
CUBE

FAVE FILM MOMENT: Easy peasy. *Rocky II* – when Adrian comes out of her coma and tells Rocky to 'win', a bell chimes and it goes into the silhouette of him doing push-ups in a junkyard at dawn. Never has there been a more awesome, neck-hair bristling moment of inspiration in movie history.

CHANDRA NAIR



DEPUTY EDITOR,
CUBE

FAVE FILM MOMENT: Can I have two? Okay, the bit in *Alien* where the alien bursts out of John Hurt's chest at dinner. That is pure class. Oh, and the bit in *The Labyrinth* where Sir Didymus takes on a bunch of boulders and kicks their stoney asses. Amazing stuff, and you'd better believe it.

GARY ADAMS



STAFF WRITER,
CUBE

FAVE FILM MOMENT: Two words – Death Blossom. When all looks doomed, Grig manages to redirect power from the life support systems into his Gunstar's weapons array, and so begins one of the most astonishing space combat sequences ever. Life doesn't get better than *The Last Starfighter*.

TIM EMPEY



SUB EDITOR,
CUBE

FAVE FILM MOMENT: That bit in *Crash* when James Spader... no wait, that bit in *eXistenZ* when Jude Law kisses Jennifer Jason Leigh's bio-port, no actually the bit in *Videodrome* when Debbie Harry burns herself, and the bit in *Scanners* when the guy's head explodes. Cronenberg rules.

WILL JOHNSTON



SRETLAND PONY,
CUBE

FAVE FILM MOMENT: The final scene in *Raiders Of The Last Ark* when a lone porter places the box containing The Ark Of The Covenant in a warehouse filled with similar boxes. It leaves a fantastic film with a brilliantly dark twist and you're left with nothing but questions. Made the *X-Files* look rubbish.

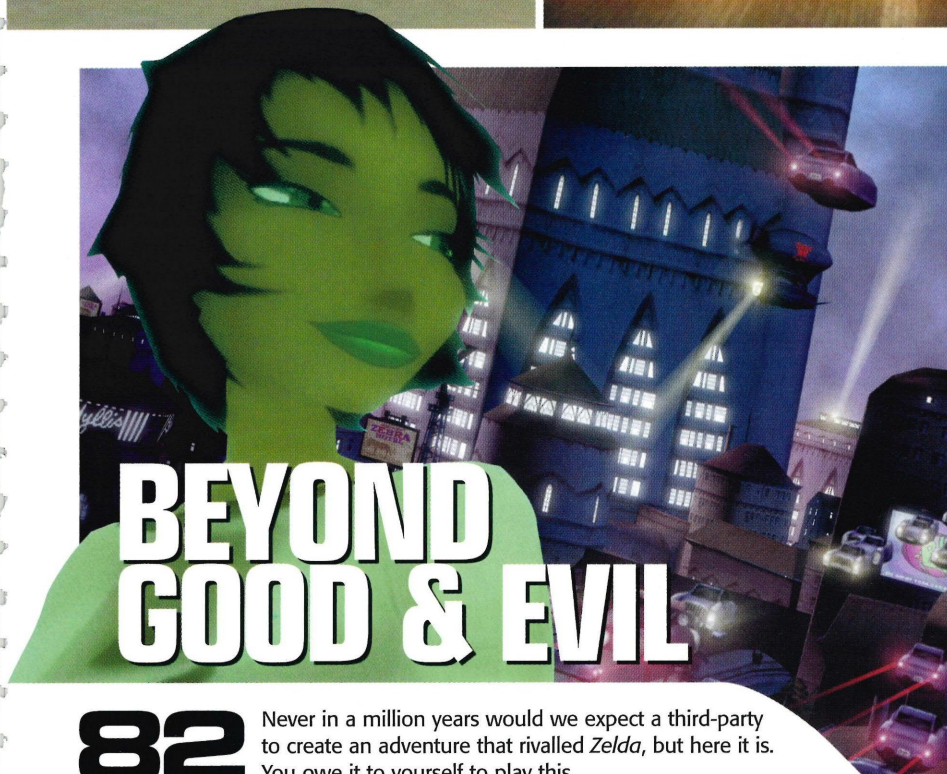
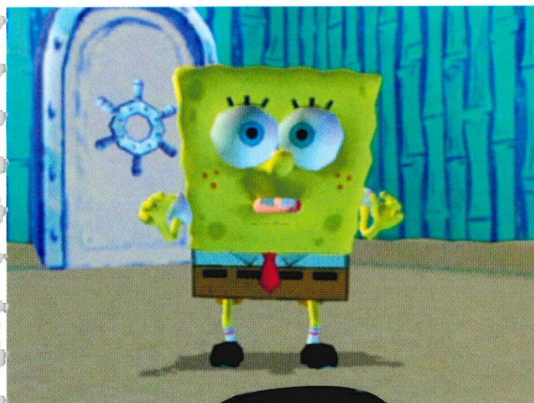
STEPHANIE PEAT



SENIOR DESIGNER,
CUBE

FAVE FILM MOMENT: That bit in *Moulin Rouge* where they sing the love song to each other at the end. You know, the bit before she dies. It made me go all funny and want to cry my eyes out. I know it's sad, but I love it. Hmmm Ewan McGregor he's charming, Scottish and a Jedi...

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BEYOND GOOD & EVIL

82 Never in a million years would we expect a third-party to create an adventure that rivalled *Zelda*, but here it is. You owe it to yourself to play this.

SPONGEBOB SQUAREPANTS: BFBB

60 We don't like Spongebob. He's a bit of a git and has rubbish friends... but if you're a fan of the series then you'll no doubt dig every second of this crazy lil' generic platformer.

007 EVERYTHING OR NOTHING

62 It was always going to be a bit hit and miss whether EA's new stealth approach to the series would work, but thankfully they've managed to pull it off with some style. Bond is back!

NFL STREET

68 As you all know, Miles is a sucker for sports and violence, so put the two together and he's in sweaty jockstrap heaven. Thing is though, it's American football dude.

R: RACING EVOLUTION

72 Anything is better than *GT Cube*, but Namco's take on *Gran Turismo 3* is a lot more than just 'better'. Serious racing finally arrives on the GameCube. Get your engines started.

SPHINX AND THE CURSED MUMMY

78 THQ's charming little puzzle platform-adventure has been in our good books since we played it at E3, and the finished article is finally here! Now lets cause the mummy some pain!

SONIC HEROES

86 SEGA continues its journey down Average St towards Dead Man's Alley with the latest in the *Sonic* series. What on Earth has happened to one of our favourite publishers?

WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on TotalGames.Net.

2ND OPINIONS

If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

ALTERNATIVES

Obviously, not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

BOXOUTS

If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.



COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...

THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

RATING
9.0 ↑

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals - give us a bit of credibility here, okay?

RATING
7.5 ↑

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING
5.0 ↑

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

RATING
2.5 ↑

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING
0.0 ↑

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



RAGING HARD ONE

Freeze a demonic foe with The Dagger Of Time and cut them in two like a beauty.



CUBE

INFORMATION

PRINCE OF PERSIA: SANDS OF TIME

PUBLISHER: UBI SOFT

DEVELOPER: UBI SOFT MONTREAL

PRICE: £29.99

ORIGIN: CANADA

PLAYERS: 9

MEMORY: XX BLOCKS

STATS

■ BASED ON 1989 AMIGA CLASSIC...

■ THE INSPIRATION FOR TOMB RAIDER

■ AND MUCH MUCH BETTER

■ COOL TROUSERS



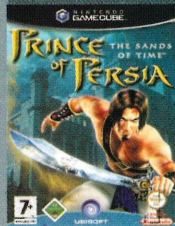
MAR '04



TBA



OUT NOW



Haven't seen you
down the gym lately

CUBE
STAR
GAME

TAG TIME

WORTHY ORIGINAL

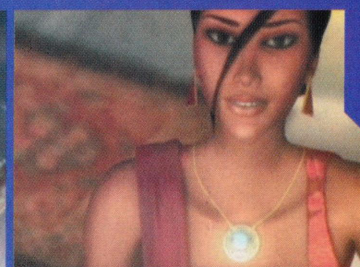
Complete the game and you will unlock the SNES version of the original *Prince Of Persia* in all its 2D glory. Then prepare to die. A lot. That's retro difficulty for you.



"IF YOU
DON'T BUY
PRINCE OF
PERSIA
THEN OUR
JOBS ARE AS
POINTLESS
AS OUR
MOTHERS
SUGGEST"

PRINCE OF PERSIA

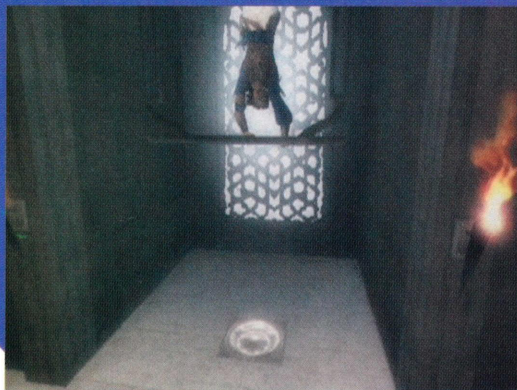
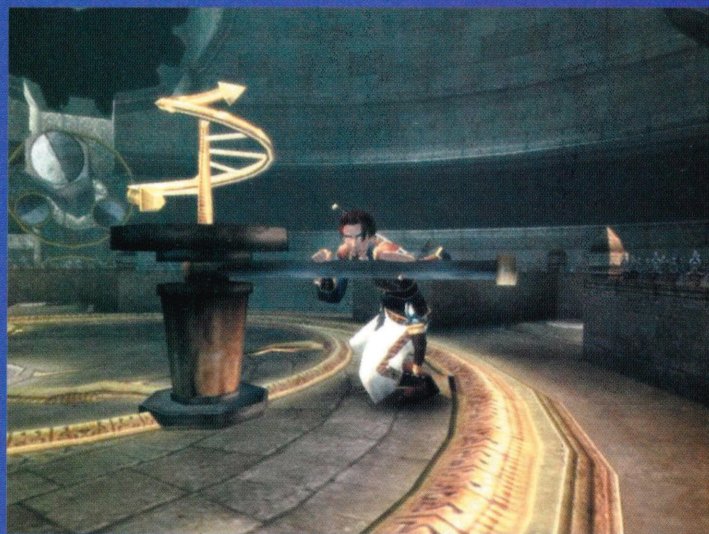
NEAT TOUCHES APLENTY: *Prince Of Persia* is full of touches that just make you feel all gooey. To regain health you simply drink some water. Neat.



RIDDLE ME THIS

THE OLD CLASSIC SWITCH-A-ROO

The game's mainstay of acrobatic action is underlined with the use of puzzles. Most areas require you to use timed switches, levers and pressure pads in order to progress while some levels are based on one huge Rubik's Cube conundrum. The sensation of running around inside a gigantic lock is enhanced by the grandeur of the game's remarkable graphics giving you the feeling that you're an ant stuck in the cylinders of a huge safe. The solution to these puzzles relies on your observation and application of logic and the answer is always well within your reach. You'll never feel patronised by the simplicity of these sections and you'll rarely be totally stumped for long. The whole game gels together so wonderfully that you won't need to reference a printed solution. If you get stuck just have a cup of tea and return. The answer is never far away and you'll want to savour every section of the game for yourself. To cheat would be a sin.



↑ The Prince even looks like a dandy when pushing levers. Puzzles are usually a lot easier than they seem.

↺ Pressure pads, timer switches, levers... they're all here and wonderful too.

Lara Croft's daddy proves that three dimensions can be better than two.

TAKEN ON an individual basis, people are incredible creatures and, until dolphins develop opposable thumbs, they have earned the right to have their throne placed some miles ahead of the top of the food chain. Put them in a group and you get war, famine, crime and no-end of victims ready to spill their offensive philosophies all over daytime TV. Ask a random set of people what they want and the list will be as long as it is varied. Ask a crowd and you'll get another Allan Titchmarsh program green-lighted for transmission. History proves that we learn nothing from history. People suck. We know this because two of the greatest games of the year have already failed to light up the collective imaginations of the Great Unwashed Game-Buying Public. The average person, it seems, really does like the most average of games. Ubi Soft launched *Prince Of Persia: Sands Of Time* AND *Beyond Good & Evil* last November on the PS2. While the Prince managed to at least battle his way into the top ten he was still out flanked by listless tripe while *Beyond Good & Evil* didn't even manage to kiss the upper limits of the top twenty. Things can only get better and thanks to a tasty price

point for the GameCube release we're all in a position to prove that one person can make a difference. If you don't buy *Prince Of Persia* then our jobs are as pointless as our mothers suggest every time they phone when a birthday comes around. And that can't possibly be the case.

Taking *Prince Of Persia's* story seriously is an exercise in over complication since, like all great action games, it is almost totally unnecessary. Unlike all great action games it's still a rather intriguing glue that's wonderfully crafted to hold the entire game together. You play the titular Prince and you start out accompanying your father in your first taste of battle as he attacks an Indian Maharaja's palace. Right from the start you're blasted into a vivid cartoon world of siege engines, clouds of arrows, swords, death and grace. It's *Joseph And The Amazing Technicolor Dreamcoat* meets *Saving Private Ryan* at the circus, almost. It's also a training level where you receive instructions on how to play while the Prince himself describes his thoughts and actions.

This is The Prince's first ever taste of combat and, by association, yours.

A: SANDS OF TIME



INTERIOR DESIGN: Variations of architectural style keep the locations looking fresh and realistic. Just stop and have a good look.



Wow, it is a lot less clumsy than a blaster!

SLASH A MAN WHEN HE'S DOWN.

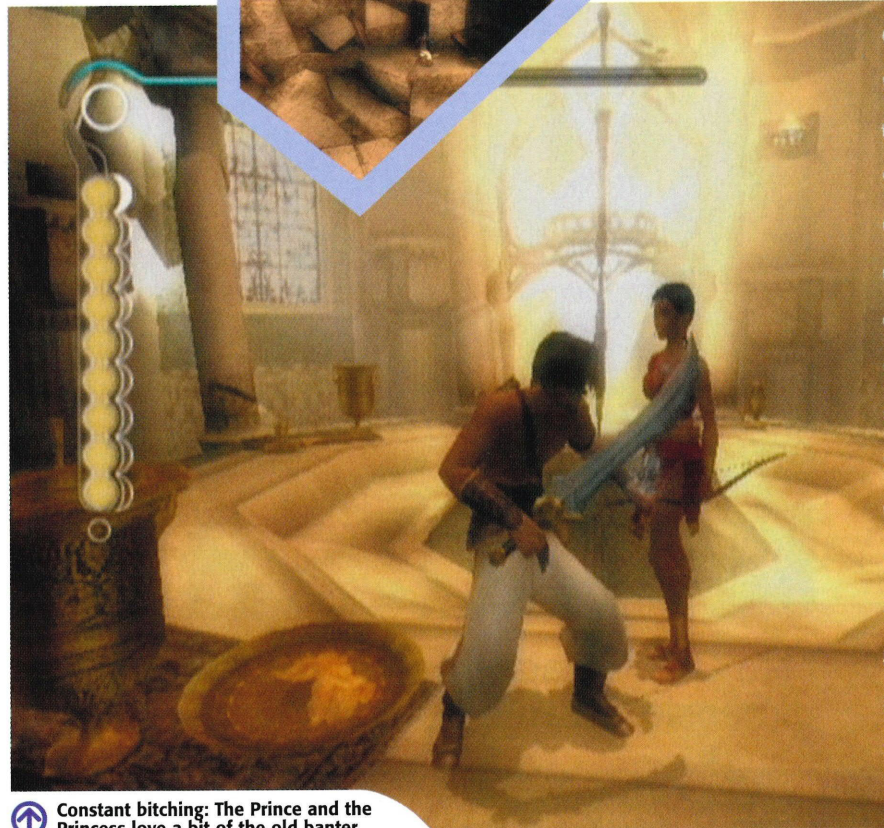
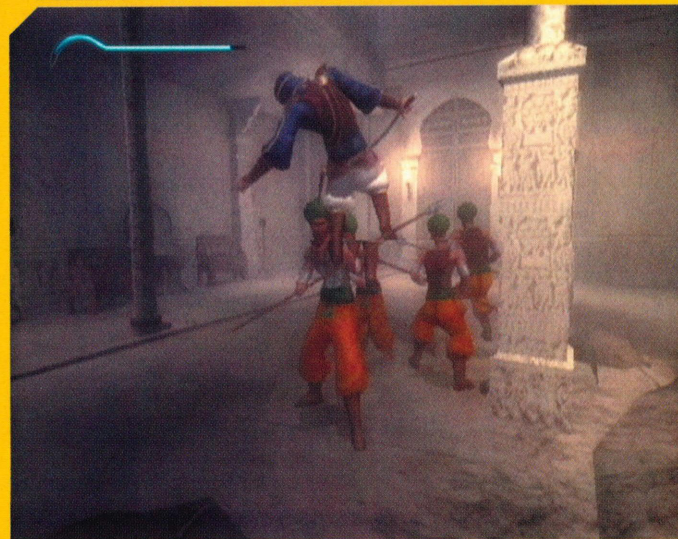
ANOTHER CLASSIC GAME FLAW SOLVED

How many times have you played a game where you've found yourself knocked to the ground and not able to get up thanks to the attacks of the enemy? When The Prince finds his ass on the floor he can raise his sword and guard against attacks from any direction. This nifty move eliminates unfair and consecutive blows and looks a right royal treat, giving the entire game the feel of a classic swords and sandals movie. They have thought of everything.



Combat is a basic but perfectly balanced affair that keeps you absorbed at all times.

Some bouts go on for what could be described as 'too long'. But not by us.



Constant bitching: The Prince and the Princess love a bit of the old banter.

CONTINUED

Within minutes you will have mastered the basics of his agility and you'll know how to fight. After your first sword-based encounter the Prince explains that he had decided that violence would not be the action that describes his path, that he had chosen his own. You now know how to move and exactly why you're moving around platforms and ledges rather than simply slaying with your scimitar, and it all makes perfect sense.

Viewed as an overall structure this is perfect. Section one gives you access to nearly all the moves made available in the game. By the time you have reached the end of the level you will be totally comfortable with the game, the language of the controls will be yours to play with and you'll feel like a poet when you implement them. This is one of the most gracious of you will play and its knowledge of videogame law is beyond perfect. The Prince shuns violence and decides that robbing his enemies of the Dagger Of Time is more

beneficial than slaughter since it will make an excellent trophy. Ironically it is the very treasure he steals that defines the game. The Dagger will make for an impressive totem of his father's power, true, but its theft leads to the release of The Sands Of Time. What could just be a standard game character has already had his personality defined by his actions and we can fully appreciate what happens next and what needs to be done without there being any need for a suspension of disbelief. As plot devices go this is faultless.

With the sands warping the denizens of your palace into wraith-like versions of their former selves and the palace's defence system automatically kicking in you have the entire game laid out for you. How the blades and pits that Indiana Jones (or Lara Croft for that matter) had to deal with still function centuries after their construction is a mystery. The reason behind such classic tricks working in *Prince Of Persia's* world is perfectly acceptable.

"CHOOSING WHO DIES NOW AND WHO DIES LATER IS A DEFINITE SKILL THAT YOU NEED TO LEARN"

MR SHABBA SHABBA

NO TIME FOR ROMANCE

The Prince is accompanied on his quest by a non-player character in the form of an acidic-yet-sexy Indian Princess. She carries a bow and can stick enemies with arrows at distance while her small, slim, deliciously wanton... (enough! – Ed) body can also fit through narrow gaps and reach areas impossible for the Prince and his masculine, muscular, powerful, thrusting (enough! – Ed) hips. By using what Sesame Street would call 'team work' they can help each other through the game. The characters have a relationship not unlike Han Solo and Princess Leia. They're constantly mocking each other with quips and jaunts but you can tell that by the end of the game they're going to be getting beastie. How sweet. How deliciously sweet.

⤷ Another baddie bites and becomes dust. More sand gives you more time power.

⤷ This man has strange facial marks, therefore, like Seal, can't be trusted.

BAD TIMES

NOT HOW TO DO IT

Sands Of Time isn't the first 3D *Prince Of Persia*. 1999's *Prince Of Persia 3D* got there first, but was guff. It's good to learn from mistakes...

And that brings us to our next point. This game has no pretensions to being anything other than what it is, and that's a platform-based adventure with puzzles.

That's all this is and nothing more, and it knows it. Look beyond the glamour of the remarkable visuals and you'll know it too. Back when games were simple you knew the controls straight off. Left was left, right was right and a press of a button launched a line of colour up toward an attacking phalanx of invaders. Once you've reached the end of the beginning of this game you'll know everything you need and the rest is set aside for what games are all about – enjoyment. This is exactly how to remake a classic 2D game in 3D.

The platform genre is heavily over-subscribed. This shows that we really have been having a bit of a bum deal all these years. Entering a room provokes the camera to make note of certain areas of importance. Although there is no neon sign above the exit you'll know where it is and it is usually somewhere seemingly impossible. You can see some pillars, some flagpoles... there are clues and there are rules.

⤷ The graphics... oh the graphics... would you look at them, god damn!

NICE SAVE: Save points are located at the start of puzzles and after combat. You'll never die that far from the action and catch up time is minimal.

DOOOOOOMED

CURSE OF JADE

Prince Of Persia's graphics are based on a variant of Beyond Good & Evil's Jade engine. Neither game is currently besting the PS2 charts.

⤴ If ever there was proof that the last two *Matrix* movies sucked...

USE LEFT THUMBSTICK TO CLIMB LADDER

TIME WAITS FOR NO MAN...

...BUT THIS AIN'T NO MAN...

Tom Baker, Jean Claude Van Damme and Arnold Schwarzenegger have all been blessed with control over time itself. Why people always have to say 'time itself' is beyond us, they just do. Well if time has a fabric then The Prince is the ultimate tailor because no hero has ever had so much control while managing to look so damn cool.

There are four methods of time tinkering available during the game. You can stab an enemy and place them into slow motion. Slow motion is coolness itself and the sight of a single enemy moving with slow majesty while the others are trying to plough you with iron death, can bring a joyful tear to the eye. When slowed they can be dispatched with a single slash.

If you fall off a cliff or find yourself about to receive a deathblow you can reverse time. Should you want to make sure you can make a jump you can slow time, and you can even save up sand and use it to freeze every active enemy on a level. This will kill them outright and acts like a smart bomb.

If you see a series of flagpoles they will be spaced apart at an exact distance and your previous experience of the game will tell you that you can flip from one to another. By examining your surroundings and taking note of what the game's designers have laid out you can work out a path. You'll see a platform, a pole, a wall that can be run along and jumped off but maybe... nope... it can't be done. Well yes it can because you can now control time. Should you attempt a leap beyond The Prince's ability you'll fall to your death. That is, unless you rewind and try again. The inclusion of time control could have so easily been nothing but a novelty. In reality it keeps the flow of the proceedings moving. You don't have an infinite supply of sand; it must be collected so you'll never feel flippant about the job at hand.

Placing a platform game in three dimensions is an endeavour fraught with problems. Jumping in and out of a screen requires a depth perception denied to you by

SEMBLANCE OF 3D

DEPTH PERCEPTION PROBLEMS? NOT HERE

Although the game is obviously in 3D, its ledges and platform are designed for four-way movement so you only really move in and out and across the screen. Unlike *Tomb Raider*, the Prince's adherence to a grid system is hidden right until the point where you make a leap so you will never find yourself forced to line yourself up with an edge before making a jump. It also allows you to leap from pole (or stalactite) to pole by simply pushing in roughly the right direction before pressing the relevant button. Playing this game is akin to being looked after by a loved one. Even when you're looking at what should be ridiculous camera angles you know that the solution is simple. This game loves you.



⬆ To play *Prince Of Persia* is to know the meaning of the words 'quality' and 'quixotic'. Use your dictionary.

the flatness of your television. The Sand allows you to experiment without ruining your experience. In fact its use permeates the entire game. Rooms that require dexterity to navigate can be played with and when you enter a chamber based on a puzzle you are given a flash of second sight showing how they might be solved. The screen will splice together a series of points in the future where you have either already completed the task, or have failed and been turned into a kebab. You're not shown exactly what to do. You're just shown clues and occasionally suggestions of exactly what not to do. Although these time features could be described as nothing more than an interactive help mode they are handled with such class that they become as much a part of the game as your ability to slide down a ladder.

Combat is handled with similar style and gusto. Actions are based on the distance and orientation between you and an enemy. You can block, you can jump and you can slash. Mix these basic moves together with sublime animation and what could be repetitive becomes awe-inspiring. Thanks to the power of The Dagger Of Time, it's also a lot more tactical than first impressions would grant. You're surrounded by evil, each enemy has a different weapon and attack style and to

take them on sequentially would mean death. With the dagger you can stab a foe so that they are frozen in time allowing you to slice them in two with a single blow. But you may not have the time to perform this attack thanks to the sharp attention of your victim's friends and so you'll just decide to temporally knock them out of combat while you deal with the rest. Choosing who dies now and who dies later is a definite skill that you'll learn.

Look at *Prince Of Persia* from any angle and you'll see a game so well crafted, so complete that a place in the charts at other than number one says more about us as a species than this being 'just another platform game.' From purely a technical stand point it stands out as a remarkable achievement but just millimetres below the surface you'll see arguably the most ingeniously crafted game modern consoles have had the pleasure to run. But you're right. The Prince does have funny MC Hammer pants and the way he insists on having his clothes torn away from him is rather worrying for those still concerned over the stability of their sexuality. Look over there! It's *Need For Speed Underground*! Cars! Brilliant! Get *Prince Of Persia*, you won't regret it.

WILL

"IT'S JOSEPH AND THE AMAZING TECHNICOLOR DREAMCOAT MEETS SAVING PRIVATE RYAN"

CUBE VERDICT

PRINCE OF PERSIA

⬆ A TOTALLY, TOTALLY SWEET GAME



VISUALS

Animation that could get Walt Disney's corpse nodding in approval.



AUDIO

Excellent voice acting, suitably ancient music with a modern twist.



GAMEPLAY

Any game that makes you feel like your showing off must be lauded.



LIFESPAN

Although relatively short it never EVER feels padded. Fat free gaming!

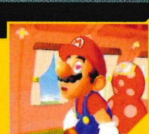


ORIGINALITY

Unmistakably related to the original yet still fresh as a nymphomaniac.

ALTERNATIVE

Nintendo Quality Guaranteed though some may consider Mario 64 to be superior.



SUPER MARIO SUNSHINE

Reviewed: 11

CUBE Rating: 9.4

2ND OPINION

HAMMER TIME!

"Everything about this is cool. What more could you want from gaming? Neon underlighting? Oh right..."

TIM

FINAL SCORE

9.3

THE CANDLE THAT BURNS TWICE AS BRIGHT BURNS HALF AS LONG. BUT IT IS REALLY BRIGHT



KEEP ROLLIN'

Bob can turn into a ball in order to reach far off areas on the level. What a guy.



CUBE

INFORMATION

SPONGEBOB SQUAREPANTS: BFBB

PUBLISHER: THQ

DEVELOPER: HEAVY IRON

PRICE: £39.99

ORIGIN: US

PLAYERS: 1

MEMORY: 7 BLOCKS

STATS

- JUMP A LOT
- PLAY AS BOB'S FRIENDS
- IT'S MILDLY AMUSING
- IF YOU DON'T HATE BOB



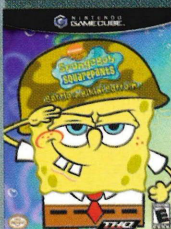
OUT NOW



TBA



OUT NOW

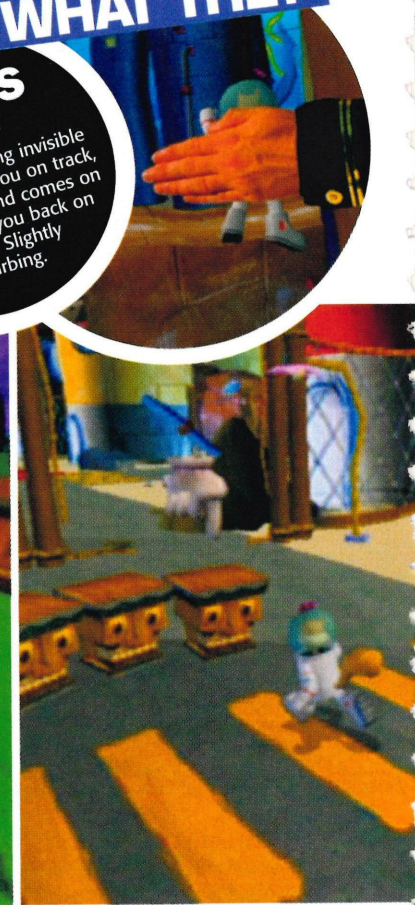


Goofy little platformer at sea

WHAT THE?

HANDS OFF

Rather than having invisible barriers to keep you on track, this great big hand comes on screen to put you back on the map. Slightly disturbing.



SPONGEBOB SQUAREPANTS

BATTLE FOR BIKINI BOTTOM

For those of you over the age of 12 – don't read this

NICKELODEON

has a lot to answer for. The cartoon channel has been responsible for unleashing some of the most God-awful shows in the history of kid's television (bar *Kenan & Kel* and *Sabrina*, obviously). Most of these are American, in fact all of them are American, and therefore they have a big chance of getting turned into a platform game. They do too, looking at the list of shows on the Nickelodeon website and the memories, both short and long-term, of sideways scrolling and 3D platforming cackness spring forth from a slightly smelly recess of your mind.

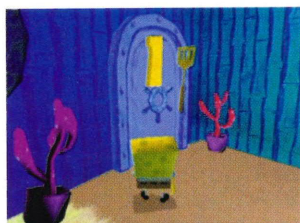
(*Recess*, that's another one, maybe the Disney Channel actually.)

Possibly the worst of these creations is the nonsensical *SpongeBob SquarePants*, a goofy-toothed sea-sponge living on the bottom of the sea in a village called Bikini Bottom. There he works as a fry cook at the Krusty Krab, run by Mr Krabs who is – wait for it – a crab, and has many adventures battling the likes of the evil Bubble Bass and Plankton. It is the latter here that starts the game.

Working in his lab late one night, Plankton (who owns an unsuccessful rival restaurant called the Chum Bucket) in his

latest scheme to steal the Krabby Patty recipe, makes a machine which in turn makes robots. But for true idiocy he adds a lever on the machine marked 'Obey' and 'Don't Obey' (not 'Disobey' because that would be correct English, God forbid a kid actually learns something). The inevitable happens and by the following morning, Bikini Bottom is overrun with robots. And so begins your generic 3D platform game with a sponge skin.

Your objective is to collect the Golden Spatulas dotted about the levels (because these will stop an army of tartar sauce firing robots, naturally), usually by



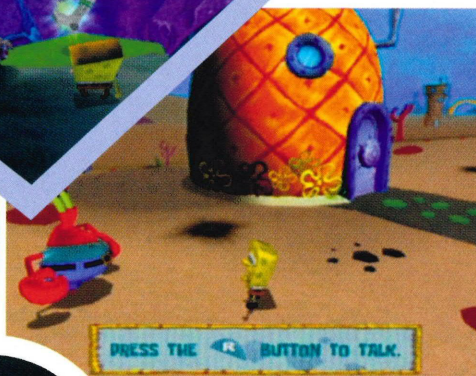
The first of many Golden Spatulas for you to find.



SWEATY SOCKS: In order to get more Gold Spatulas you must find ten socks belonging to idiot starfish Patrick, these are hidden throughout the levels.

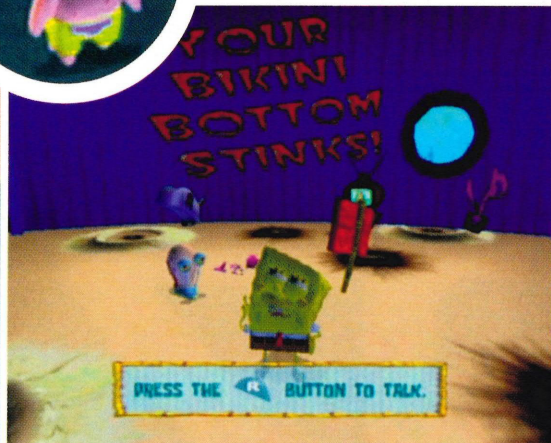


⬆ And then there are the 'tongue-sliding' bits, a bit like *Mario 64*.



⬆ Bob's house is a stylish three-bedroom pineapple, offers start at ten pence.

⬇ Wow! Look – a screenshot that captions itself, how handy is that! Good job Bob.



completing tasks or finding them in hidden locations. You can also collect the idiot savant (actually just make that idiot) Patrick's Socks, ten of which will get you a Spatula. Then there are the Shiny Things. These can be collected by smashing up boxes and killing enemies with your bubble blower thing (or spin attack as it is generally known in this genre). Take these to Mr Krabs for another Spatula. The Shiny Things also act as currency to open up other parts of the levels.

Like, shudder, Vexx there is a 'hub' from which you access the rest of the levels once the required amount of Spatulas have been collected. And then off you go again to collect more kitchen implements.

Notable innovations in the gameplay include Bob's ability to turn into a ball, like in *Metroid Prime*, Sandy's ability to swing from platform to platform, like in *Rayman*, and Patrick and Bob's butt bounce, like in practically every platform game ever.

There was one, just one, bit that made us laugh (bearing in mind that we run on very puerile humour), approaching a ring hanging from a rock, the game suggested it be used as a bungee jump. Jumping on, Bob immediately boinged down using his

pant elastic as the bungee cord, creating what can only be described as the ultimate atomic wedgie. Reading back on that it isn't really funny and has totally spoiled the moment in the game. We'd apologise, but we're not going to.

What Nickelodeon could do, playing on the whole skin idea, is a cartoon multipack: it's basically the same game but you can choose which sub-standard cartoon character you want to play as. It seems that these platformers end up very similar anyway but the parents are forced to buy the different 'editions' for their screaming brats.

As for those screaming brats, this might calm them down faster a dose of Ritalin. They're certain to soak up all the colour and maybe, just maybe, Bob appeals to them. But then kids will watch just about anything with wacky and slightly naughty characters in a, 'Ooo you said "pants,"' kind of way.

For adults, one of the most fun aspects is the auto-save. After collecting a Spatula it saves and the screen freezes just long enough for you to think it's crashed before continuing the game, if only it really had...

TIM

SPONGEBOB



SANDY



FIND YOURSELF STUCK?

GET BY WITH A LITTLE HELP FROM YOUR FRIENDS

Even though Bob is an irritating git who seems to totally miss the fact that most people hate him (in the show) he does, bizarrely enough, have a few friends. Gary the super intelligent snail, Patrick the super thick starfish and a karate-chopping, lasso-throwing squirrel called Sandy Cheeks (ahh hardy har har). You can use Patrick and Sandy in your 'adventure' when Bob's skills just aren't mad enough. Also making a cameo appearance is Bubble Buddy, he's a wise sage of a bubble and will teach you new moves to help you find all those damn Spatulas.

PATRICK



PLANKTON



"FOR THE SCREAMING BRATS, THIS MIGHT CALM THEM DOWN FASTER A DOSE OF RITALIN"

CUBE VERDICT

SPONGEBOB: BFBB

⬆ TWO WORDS: SQUARE AND PANTS



VISUALS

Sparse textures, but in keeping with the show.



AUDIO

The voices bring the characters irritating aspects to the GC.



GAMEPLAY

Jump, bounce, glide, collect, look out the window, it's nice out there.



LIFESPAN

It'll take a while but it's one of those games that will never be completed.



ORIGINALITY

A 3D platformer where you collect stuff, genius...

ALTERNATIVE

Beautiful, expansive and less expensive than this rip-off. Keep things Nintendo.



SUPER MARIO SUNSHINE

Reviewed: Issue 10

CUBE Rating: 9.4

2ND OPINION

LOOFAH! "I can't say that I enjoyed my short but painful time playing this. There's just nothing here to keep me playing."

GARY

FINAL SCORE

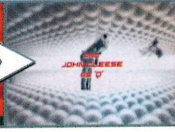
6.8

CAN YOU REALLY BE A FAN OF SUCH A PITIFUL CARTOON? IF SO – GROW UP



SING ME A SONG

EON has a title sequence with a song performed by none other than Mya.



Standard operating procedure...

CUBE

INFORMATION

007: EVERYTHING OR NOTHING

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 4 BLOCKS

STATS

NEW THIRD-PERSON VIEW

NEW GADGETS

MOTORBIKE SECTIONS

RETURN OF JAWS



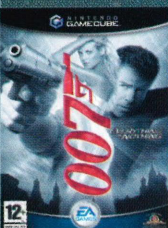
OUT NOW



OUT NOW



OUT NOW



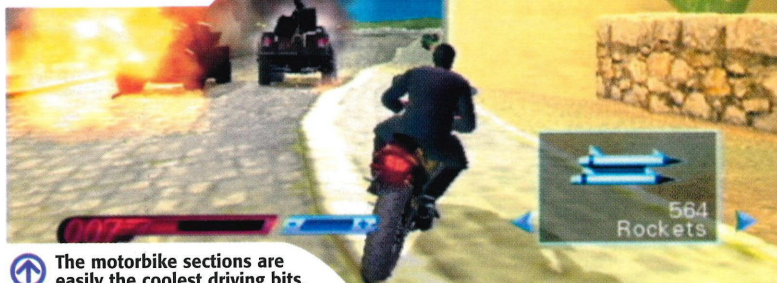
007 EVERYTHING

Bond's had a makeover but will it amount to everything or nothing?

GAMES BASED

on movies always get a bad rep and in most cases it's thoroughly deserved. However in recent years Mr Bond seems to have fared pretty well on various consoles (007 *Racing aside*) but since the seminal GoldenEye on the N64 he's been rooted in the FPS genre. EA have decided to shake and stir things up by changing the view to a third person perspective so it now plays like games such as *Metal Gear Solid* or *Splinter Cell*. However Bond is in no way as stealth-orientated as either of those games and just like the films, *Everything Or Nothing* is all about the action set-pieces. Of course the Bond name also conjures

up images of beautiful Bond girls, hi-tech gadgets, fast cars, evil villains and rock hard henchmen. Fortunately EA recognise that Bond wouldn't be Bond without those things and both *Agent Under Fire* and *Nightfire* had a modest amount of these requirements. *EON* however has all of them in spades with more babes, gadgets and vehicles than ever before. The best thing has to be the return of Richard Kiel as the daddy of all henchmen – Jaws. The man who made the not exactly petite Roger Moore look like a midget, and was last seen drinking champagne on an out-of-control space station, is finally back (albeit in digital form) after 25 years.



The motorbike sections are easily the coolest driving bits.



NAME GAME: The title *Everything Or Nothing* is taken from the production company that make the Bond films, called EON.

Go on, do it, he's only a henchman after all.

UP FOR SALE

EA OWNS BOND

EA signed a deal last year that gives them the rights to make videogames based on all 20 current Bond films and any more that are made until 2010.

NEW OBJECTIVE:
LOCATE
THE TANK
HANGAR
EXIT

OR NOTHING

The script for the game was written by veteran Bond screenwriter Bruce Feirstein and follows the tried and tested formula of a maniacal villain hell bent on taking over the world. This sees you visiting such locations as Egypt, New Orleans, Peru and Moscow not only on foot but also in a wide array of vehicles. Whereas in the last two Bond games the driving sections made up comparatively little of the game, this time round there is a ton of driving to be done and even a rally to compete in. Some of these driving sections can get rather frustrating

with the rally car not being the easiest thing in the world to control and once the bike gets up to full speed you'll be very lucky not to slam straight into things that you just didn't see coming. To be honest there are almost too many driving sections but they do help to make it a varied experience. Even the on foot missions have their own variety with the new gadgets throwing up multiple experiences. One minute you'll be walking through a level then you'll need to rappel down the side of a building and one mission even

"THIS NEW DIRECTION FOR THE BOND GAMES IS TOTALLY DIFFERENT AND ALL THE BETTER FOR IT"

HIRED HELP

HIS NAME'S JAWS, HE KILLS PEOPLE...

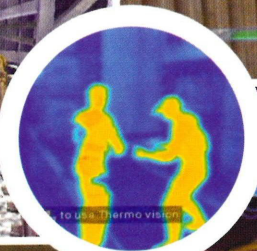
Richard Kiel first appeared as Jaws in *The Spy Who Loved Me* in 1977. He then reprised the role in *Moonraker*, released in 1979. At 7' 2" he towered over Bond and succeeded in creasing Roger Moore's safari suits on multiple occasions. Invulnerable to Bond's right hook, more creative methods were required to fell the man-mountain. These included electrocution, a drop over a huge waterfall, being stranded on a space station and even a shark attack. Jaws' metal teeth were not only his most valuable asset, allowing him to chew through metal cables and kill that shark, but also one of his weaknesses due to their knack for conducting electricity. At 65 this year it's unlikely that Kiel will appear in another Bond movie (but you never know) so hopefully this won't be the last we see of Jaws and his fearsome dentures in videogames.



MAGIC MOMENTS: There are Bond Moments throughout every level to be discovered. Find them all to unlock special rewards.



Stealth can often be the best course of action.

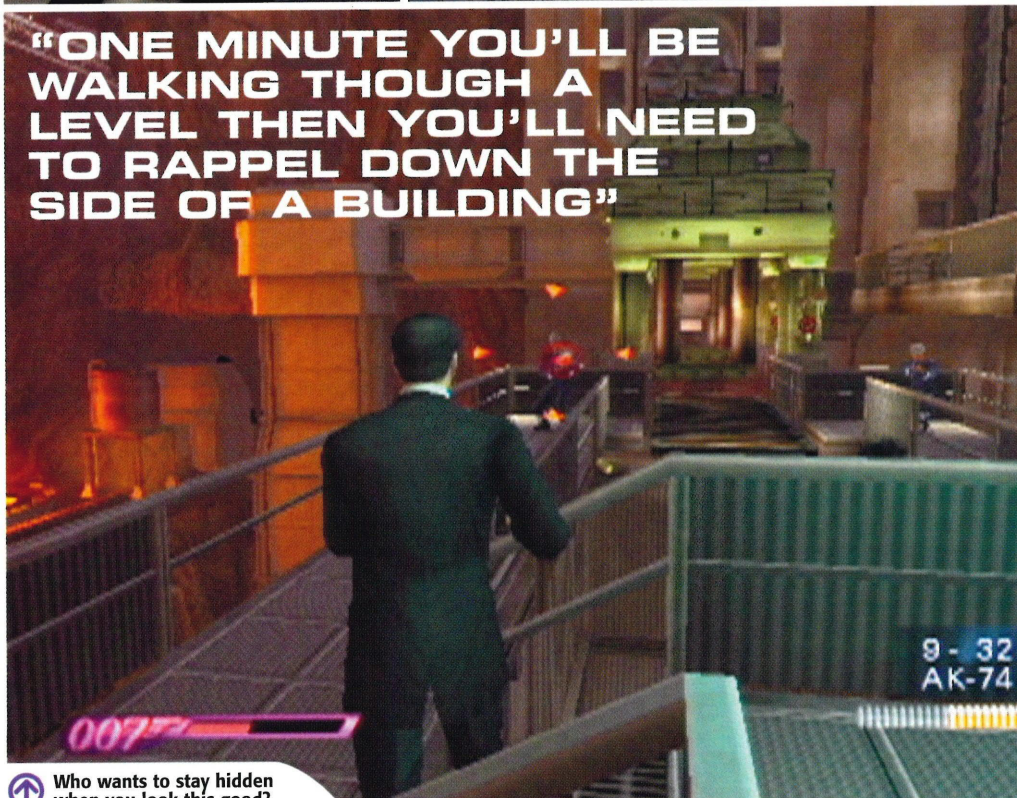


That was intentional, honest. We're just cool like that.



A quick breather before the real mayhem begins. And the forest goes on fire.

"ONE MINUTE YOU'LL BE WALKING THROUGH A LEVEL THEN YOU'LL NEED TO RAPPEL DOWN THE SIDE OF A BUILDING"



Who wants to stay hidden when you look this good?

CONTINUED

finds you diving off a cliff sans parachute or rappel gun to save a plummeting babe from a sticky end below.

This new direction for the *Bond* games is totally different and all the better for it. As you begin to play through the first level getting your first taste of abseiling with explosions going off all around you and enemies swarming to your position you know that this game is going to be something special. Some may miss the first person view of the previous games especially as the GameCube lacks many decent first person shooter games but once you play *EON* you realise just how restrictive it is when trying to recreate a movie like experience. Simply hiding round a corner and peering out to pick off your targets is far easier and much more satisfying. This new view also allows 007 to engage in some hand-to-hand combat and we don't mean just a couple of punches. Bond can kick and grapple with the best of them and if you prefer the quiet approach he can sneak up behind unsuspecting guards and snap their necks. You can now interact far more with the environment too, being able to pick up certain objects that are scattered around and use them as weapons makes the fights much closer to those in the films.

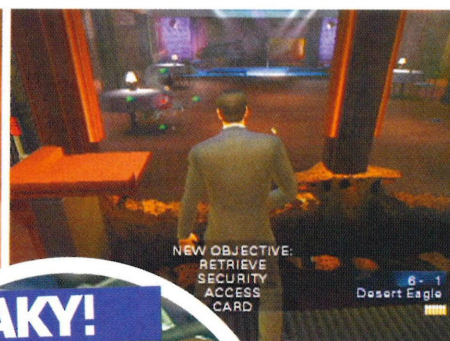
Gadgets also play a much bigger part in *EON* than in previous games. We've seen the gadgets in previous games but to be honest most of them were



INVISIBLE MAN

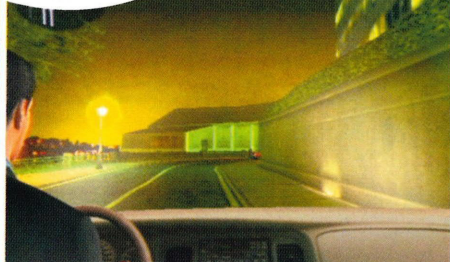
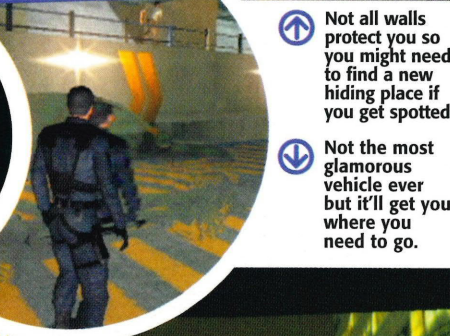
The invisible car technology that was seen on the Aston Martin in *Die Another Day* has also been applied to the Porsche Cayenne and to Bond himself.

SNEAKY!



⬆ Not all walls protect you so you might need to find a new hiding place if you get spotted.

⬇ Not the most glamorous vehicle ever but it'll get you where you need to go.



little more than glorified keys that looked like phones or pens. This time round besides the fantastic rappel gun that we've already mentioned there's also a remote spider-cam that can be used to spy on areas that Bond can't reach and can also be detonated to take out nosey guards, plus Bond can also make himself invisible with the new Nanosuit.

Some levels also have a choice for you to make in how you approach them rather than following one linear route. This happens as early as the second level where you need to catch up with a train and get aboard before it gets away. You have the choice of either the Porsche Cayenne or a motorbike, the former being more robust and packing a heavy arsenal and the latter being quicker and more manoeuvrable but also more vulnerable to attack with smaller weaponry. The outcome of the level or the routes through it are no different whichever you choose, but it lets you play the level the way you want to and also offers some replay value. On the subject of replay, the Bond Moves make a welcome return but renamed as Bond Moments. For those unfamiliar with them it's basically consists of doing a particular thing in a level that is Bond-like. For example performing a certain jump during a driving section or killing an enemy in a creative way (usually shooting something above their head that then falls down on top of them). Some of these are tough to find and

will see you playing through the missions again to find the ones you've missed. Fortunately many of the levels are pretty short so it's not too much of a pain. However the short length of these levels is also one of the downfalls of *EON* and just as you're getting into the action a cut-scene will kick in and the level will be over. The amount of levels goes somewhat to making up for this and the game should take you a while to complete especially on 00 Agent difficulty. The fun doesn't end with the single player mode though and multiplayer elements have been included. However, this doesn't just consist of a death-match mode but also a co-operative campaign. Players can help each other out in over ten custom levels that have been specifically designed for multiplayer. Playing with a friend will require you to cover each other, share ammo and even complete multiplayer puzzles. Although many of these puzzles simply consist of pushing buttons simultaneously.

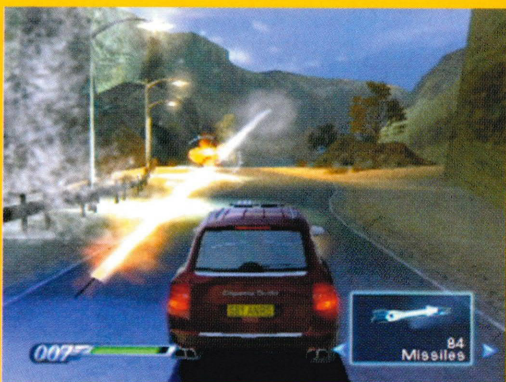
Along with the impressive vocal talent to be found in the game the music is obviously a key factor when talking about Bond and obviously the theme tune is present. There's also been an original score composed by Sean Callery who mainly works in TV and recently received an Emmy nomination for his work on the hit series *24*. It's the high production values that are present on many EA games these days that make them great to play

NO SENSE GOING IN HALF-COCKED

IT STARTS WITH A KISS KISS, BANG BANG...



As soon as the game starts you're thrown into the middle of the action surrounded by flames rappelling down a wall with enemies below. You need to get to the bottom and blow something up then make your escape by rappelling again. Enemies follow you down on their own ropes but don't worry – you can still shoot and even turn round to face upwards so you can see them coming.



The action doesn't stop as the next mission follows straight on. You need to catch a train, but unfortunately it has already left. You have the choice of either the Porsche Cayenne or a motorbike to use to catch up with it while taking out enemy vehicles on the way.



Once you board the train the next mission begins and you get your first taste of close quarters combat as you battle your way through the confined train cars. Of course your objective is to rescue a gorgeous babe from the clutches of Jaws. But how are you going to topple the metal toothed mammoth?



SLO-MO

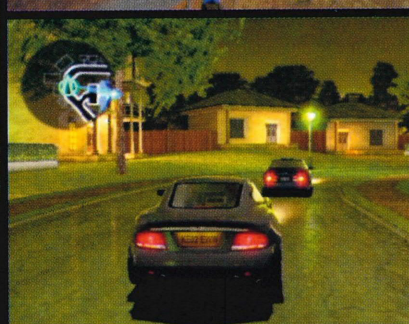
IT'S TINGLING...
You can now slow down time with the new Bond Sense. This enables you to see items that may help you in your mission and also gives you a breather.

⌚ How does Bond know how to drive and fly every vehicle he comes across?

⌚ What better attire to wear than an Armani suit when firing a mini-gun?



⌚ A Chieftan tank will solve those parking problems.



CONTINUED

(most of the time) and even better to look at.

That's why we were worried when *EON* was put back until after Christmas as that can be either a good or a bad sign. It can mean that the game has gone pear shaped and they want to release it when there's as little competition as possible or it can mean that it just isn't ready and more time is needed to perfect it. Fortunately in EA's case their fortune wasn't resting on the Christmas sales of *EON*, after all four out of the top five Christmas games were theirs. This delay has obviously allowed them to make it as polished as possible and has livened up the usually dead post-Christmas games market.

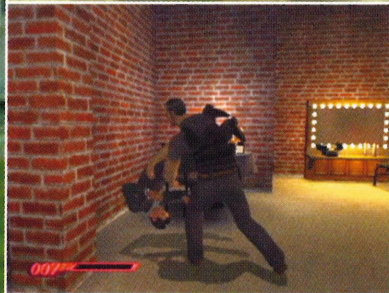
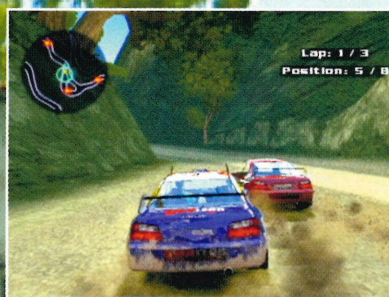
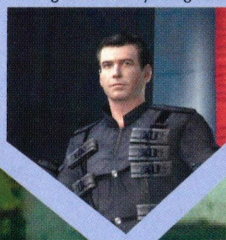
As far as we can tell *EON* has been developed on all platforms simultaneously so unlike *Agent Under Fire* it's not a PS2 port. It definitely shows with great looking visuals and although it doesn't exactly push the GameCube to the limit it certainly looks good with some impressive effects and animation.

EJECTOR SEAT? YOU'RE JOKING!

IS IT REALLY NECESSARY TO DRIVE QUITE SO FAST?

With the greatly increased amount of driving sections in *EON*, Bond gets behind the wheel of a number of desirable vehicles. Of course, the good old Aston Martin is present and correct with all the usual upgrades including missiles and the invisibility from *Die Another Day*. But as well as that gorgeous motor you can drive the Porsche Cayenne, a rally car, a tank, a helicopter and most exhilarating of all a motorbike, which goes so fast you need to have lightning fast reactions to avoid crashing. These all go towards making *EON* one of the most varied gaming experiences we've had in a long time. Of course if you don't get your field equipment back in one piece, Q won't be very happy. But hey you can't save the world without wrecking a few expensive items, can you?

BROSAN BOWS OUT: The next Bond film will reportedly be Brosnan's last. Clive Owen and Ewan McGregor are already being rumoured as replacements.



CASTING CALL

EA GOES KNOCKING ON HOLLYWOOD'S DOOR...

Hollywood's ties with the videogames industry seem to be getting stronger all the time with big name actors lending their vocal talents to everything from *Grand Theft Auto* to *True Crime*. So it comes as little surprise that EA have managed to get some big names into the cast of *Everything Or Nothing*. The Bond regulars such as Pierce Brosnan, Judi Dench and John Cleese are pretty much a given and possibly have something in their contracts about the games. However EA have outdone the previous two *Bond* games with a cast that includes Willem Dafoe who appeared as the Green Goblin in *Spider-Man*, Shannon Elizabeth of *American Pie* fame, supermodel Heidi Klum and R'n'B superstar Mya. Willem Dafoe manages to be a more convincing villain than many of the recent movie efforts and the theme tune sung by Mya is far better than the pap that was droned out over the beginning of *Die Another Day* by Madonna. Perhaps MGM should hand over production of the next *Bond* movie to EA.

“Shush James your endless quips are boring me.”



The likenesses of the cast are all spot on too although Richard Kiel doesn't look quite as sprightly in real life as he does in the game. The driving sections are also very nice even if the car models could look slightly better but they all move along at a lightning pace, especially the motorbike sections, which are enormous fun. The Xbox version probably comes out on top graphically but there really is very little between them.

So it looks great but how does it sound? Well it sounds like a Bond film, as we said, the music goes a long way to capturing that *Bond* feel but everything else is just as you'd expect from the roaring engine of the Vanquish to Brosnan's smooth quips, although Willem Dafoe's Russian accent sometimes leaves something to be desired but he's not exactly the first

Bond villain with a dodgy accent.

It's difficult to recommend *Everything Or Nothing* to fans of the last two games as it's so different and if you're a hardcore FPS fan then you may not warm to the new approach, but we seriously doubt it. If you're a fan of Bond and aren't bothered about how it's presented then you'll love *EON* as it's as close to playing a Bond movie as the games have gotten so far. OK so it's not exactly packed with originality, neither will it take you weeks to complete, but it's loads of fun and after all isn't that what's important? Put simply, it's quite possibly the best *Bond* game yet as far as its overall 'Bondness' goes (don't worry *GoldenEye* fans it's still the best first person shooter Bond game there is), but don't take our word for it, get down the shops and try it for yourself.

SIMON

“SOME LEVELS ALSO HAVE A CHOICE FOR YOU TO MAKE IN HOW YOU APPROACH THEM”

CUBE VERDICT

007: EON

BETTER THAN DIE ANOTHER DAY



VISUALS

Great in places, not quite so good in others.



AUDIO

Great voice cast, music and sound effects.



GAMEPLAY

Non-stop action both on foot and in vehicles.



LIFESPAN

Finding those Bond moments should take a while.



ORIGINALITY

A great leap forward from the previous Bond games.

ALTERNATIVE

Tough but engaging Tom Clancy sneak-'em-up with impressive visuals.

SPLINTER CELL

Reviewed: 19



CUBE Rating: 8.8

2ND OPINION

PAY ATTENTION 007!

“We had high hopes for this since E3 last year and EA have come through with the goods. A solid round of secret agent shenanigans.”

MILES

FINAL SCORE

8.2

THE BEST BOND GAME YET, OTHER THAN GOLDENEYE, WITH LOADS OF VARIETY AND A TRUE BOND FEEL.

BREAKDOWN

Get a Gamebreaker then activate it on defence for an instant turnover (hopefully).



CUBE

INFORMATION

NFL STREET

PUBLISHER: EA

DEVELOPER: EA BIG

PRICE: £39.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 6 BLOCKS

STATS

■ REAL NFL PLAYERS

■ EIGHT LOCATIONS

■ CRAZY TAUNTS

■ HARDLY ANY RULES



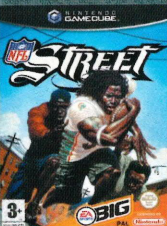
OUT NOW



TBA



OUT NOW



NFL STREET

The NFL's here
and it's street tuff

You slam dunked the funk in *NBA Street*, now it's time to touchdown the er... well, you get the idea.

AMERICAN

football is very, well, American, isn't it? Like lots of a American things it's loud, brash and involves mashing up the opposition in such a way that there's a good chance they'll spend at least some of their lives in traction. If you win you get to go out with cheerleaders and stuff, but if you lose... well, nobody likes a loser!

Unless you're prepared to stay up until 3am to watch Channel 5's NFL

coverage, your experience of the sport is most likely from some version of *Madden* or one of the myriad other American footy sims that seem to turn up with worrying regularity on every console ever. At heart it's an awfully simple sport, but the games tend to be overloaded with stats and the unfamiliar are likely to stare blankly at the play diagrams for a few moments before carefully selecting one at random. They will then watch non-

plussed while perhaps randomly wiggling the stick or squishing a couple of buttons before being presented with another bunch of play diagrams. At this point you either persevere with it or you go and make a cup of tea instead. However faithfully they recreate the sport, serious American footy sims can be a real chore to play, disjointed and often uninvolved. For a sport that's basically an excuse to try and decapitate the person in front of you it's surprisingly anal.

What would happen if you got rid of all those infuriating little rules like offsides and pass interference? What if you simply boiled it down to British Bulldogs with a ball, a few outlandish



SURFACE TO SURFACE: The different locations offer different challenges. The sandy beach is hard to run on for example, while short narrow pitches don't favour a passing game.



WINNING TEAM

Challenge mode offers you the chance to win development points, new plays and Impact gear which boosts the stats of whoever wears it.

MVP

CHALLENGES



Showboating into the endzone boosts the Gamebreaker and winds up your opponent chronically!

"A SPORT THAT'S BASICALLY AN EXCUSE TO TRY AND DECAPITATE THE PERSON IN FRONT OF YOU"

plays and a bunch of comical taunt moves to wind up your opponent as you steam in for the winning score? Welcome to *NFL Street*.

It works on the same basic principle as every other American footy game. Offence and Defence select their plays then you enter the game proper and try to execute them as they appeared in the diagram. You won't be befuddled by an encyclopaedic playbook however. Unlike serious football sims, *NFL Street* comes with just a few basic passing and running plays, instead encouraging players to express themselves within the game. This is an American football game you can actually play! Everything's geared

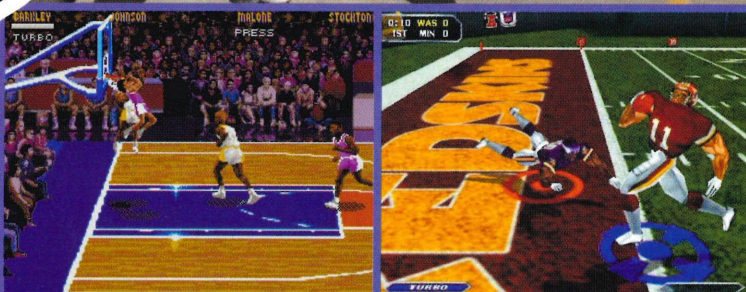
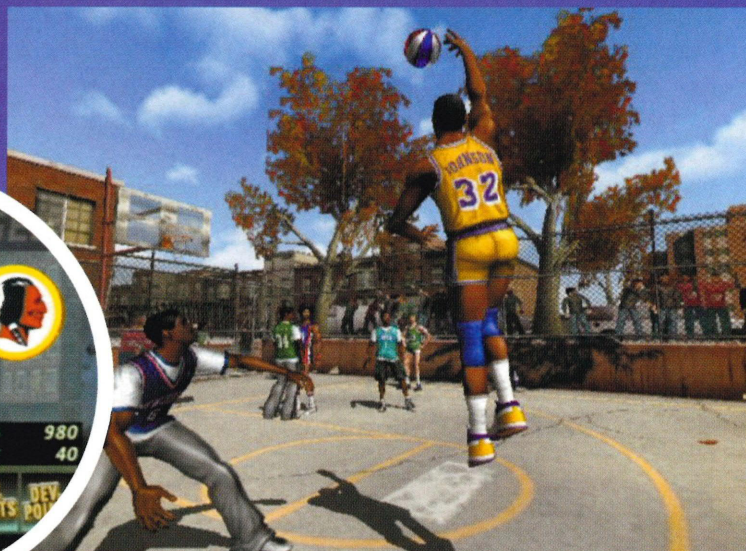
towards keeping the action going. By it's nature the sport is stop-start but the speed and ease of the play selection system keeps the action going. There are only seven players on each side, no punting, no field goals (there aren't even any posts) and no timeouts. Matches are played up to a predetermined score so there's not even a clock to worry about.

The small teams and compact locations enable the camera to get right in on the action. You don't need to zoom way out in order to see your receivers and this means you see and feel every hit up close. It's pretty bone-jarring stuff too, and with the enclosed environments there's plenty of

UP IN THE HEEZAY

THIS ISN'T THE FIRST SPORTS GAME TO GET ALL CRAZY FLY

NFL Street is the latest in a long line of pumped up and flipped out interpretations of US sports. Perhaps it's an indictment of the sports themselves that developers feel the need to jack them up with steroids. Whatever the reason, ever since *NBA Jam* burst onto the SNES with its wild dunking action there's been a catalogue of the things. Midway have almost cornered the market with *NFL Blitz*, *NHL Hitz* and *MLB Slugfest*. EA Big's *NBA Street* is the obvious stable mate of *NFL Street* but you can trace them back even further. Anyone remember the old coin-op *Cyberball*? American football with the players replaced by big robots and a bomb instead of a ball. How about an updated version of that, eh!





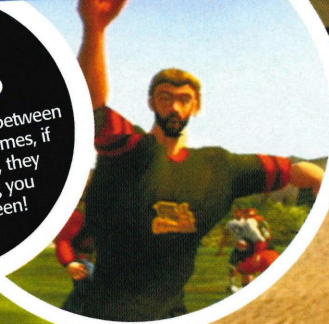
WHO THE DADDY?

⬇ You got away with the fumble this time. Don't do it again!

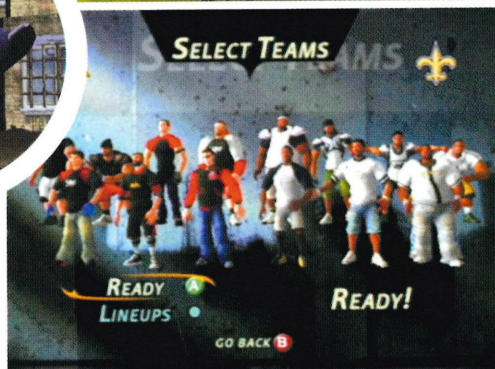


STAY DOWN, CHUMP

There's constant banter between the players and sometimes, if they get overexcited, they even start taunting you through the screen!



➔ You can choose where you want your players to play and select new players for your team when you've earned them.

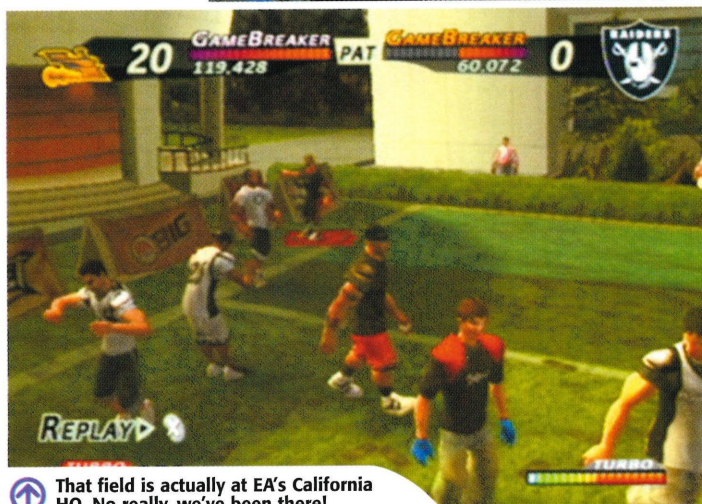


CONTINUED

opportunity to add insult to injury (or should that be injury to injury?) by smashing into your opponent then bodyslamming him into a wall or some other handy bit of scenery.


As with a lot of American football games, it all feels a little too random for comfort at first. After the ball is snapped there's a deluge of bodies crashing together and the next thing you know you're picking your teeth out of some linebacker's shoulder pads in readiness to repeat the process. You can play for quite some time without ever getting the feeling you're actually getting any better at it and this starts to get very frustrating. Then, little by little you find yourself getting the hang of it and, like some sort of awakening, the true potential of the game starts to shine through. Mastery of the power tackle is one of the most important techniques to learn as it's most likely to cause the opposition to fumble the ball and is pretty much the only way you're likely to get a turnover. Since the playfields are so small a turnover on downs is rare, as are interceptions (at least until you've substantially powered up your team). As you start to learn the plays you'll discover which ones you prefer and it all starts to click into place.

Two single player game modes are available and progress through each is linked to the other. First up are challenges. There's a different set for each location and these earn you new plays, additional bits of kit for your players and development points. Dev points are vital as they enable you to boost up the stats of your players. This is crucial if you want to get anywhere in ladder mode, but more on that later. Extra clothes, accessories and padding are also added to the edit player options although these are purely cosmetic except for Impact gear. These are items that increase the stats of the player wearing them. For example a pair of gloves that will add +2 to a player's handling which is obviously handy for wide receivers. Think carefully how you spend your dev points though. There's no point spending a fortune on your quarterback's catching ability for example. Once you have a few challenges under your belt and have distributed the funds wisely amongst your team they'll be reaching a fairly competent level and you can start thinking about Ladder mode. Each location, of which there are eight in total, has four resident NFL teams. Only two areas are open at first. The aim is to






⬆ That field is actually at EA's California HQ. No really, we've been there!

AIR TO AIR: The ball's never dead in *NFL Street* until it actually hits the ground. Pitches and rebounds can keep a play moving just when you think it's broken down.


 Pull back on the -stick to get a clear view of the situation.

GAMEBREAKER

OOO-OOH DEDICATION'S WHAT YOU NEED

A meter at the top of the screen represents your Gamebreaker which basically powers up all your players to superhuman proportions. Every time you make a down, recover a fumble or score a touchdown points are added to the meter. However to fill it up you really need to pull off 'style' moves. Hold the L trigger while running and your player will break into a goose-step, bounce the ball like a basketball or start waving it at pursuing opponents (each player has a signature move). Further embellishments are available by pressing the ,  and  buttons while styling which make your player perform extra funky moves. Style passes can also be executed where your quarterback will chuck the ball backwards over his head and all style moves add extra points to the Gamebreaker meter. When full the Gamebreaker can be activated at any time whether on defence or offence and lasts for the duration of the current possession. Careful use of Gamebreakers is often the difference between victory and defeat. Used on defence it radically increases your chances of a turnover while offensively it virtually guarantees a score. Use them wisely.



 That screen is like a big flashing sign to say the brown stuff is about to hit the ventilation device.

beat all four teams then a representative all-star line-up in a game to 36. Succeed and you can choose a stage to unlock as well as gaining tokens which are required to open the later challenges. It's a nice mechanism that ties the modes together and means you have to play through both. You need to play Ladder mode to get Challenge tokens and you need to complete challenges to get your team good enough to progress up the ladder.

Make no mistake though – this game is tough. Early on you can get away with using the same plays over and over again, but the computer soon wises up, forcing you to mix running and passing games. It also becomes more adept at interceptions so you really need to learn to pick your passes. Careful distribution of your development points and use of Gamebreakers (see box) are vital and even then you'll find yourself wanting to put the pad through the TV screen fairly regularly. There is a compulsion to play on though, and a deep satisfaction in pulling a game back from the brink which keeps you going. If you want to open up everything you'll be going for a long time. A moan at this point should be levelled at Ladder mode. As mentioned earlier, there are five teams

to beat in each location. However you can only save after all five have been defeated so each Ladder section needs to be completed at one sitting. This is rather a pain in the arse since each game can easily last 20 minutes and you'll probably have to replay a few meaning you need to set aside a couple of hours at least to get through. Why on Earth can't you save after every match?

For all its appeal as a one player game, it's the two-player mode that'll keep *NFL Street* out of mothballs for a good few months. It's often the case with sports games, but this one is particularly geared up for some serious head to head potential. The over-the-top style is ideal for when you get the overwhelming urge to push a friend's face into a wall. The ability to showboat and the satisfaction of activating your Gamebreaker just as your mate thinks he's about to get back in the match are what multiplayer gaming is all about. Those with a pathological hatred of American sports will sneer at it, but if you're a bit more open-minded about things then this is an ideal introduction to the basics of American football and a top notch two-player mash-up.

MILES

CUBE VERDICT NFL STREET

 MADDEN GETS THE EA BIG TREATMENT.



VISUALS

Chunky 'n funky characters smash each other about very painfully.



AUDIO

Urban sounds as you'd expect. Some good stuff in there.



GAMEPLAY

Addictive fun but frustration is always just round the corner.



LIFESPAN

The Ladder and Challenge modes won't be completed in a hurry.



ORIGINALITY

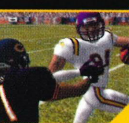
NFL Blitz did something similar a few years back.

ALTERNATIVE

Comprehensive American footy sim that will only really appeal to lovers of the sport.

MADDEN 2004

Reviewed: Issue 23



CUBE Rating: 8.8

2ND OPINION

JOCKSTRAP! "Angry hip-hop fun with an oddly shaped ball. Much more accessible and fun than the *Madden* series."

TIM

FINAL SCORE

8.6

SEE KIDS – BRAIN DAMAGE CAN BE FUN!



Children of the evolution

CUBE

INFORMATION

R: RACING EVOLUTION

PUBLISHER: EA

DEVELOPER: NAMCO

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 2 BLOCKS

STATS

■ 35 LICENSED CARS

■ 12 DIFFERENT TRACKS

■ RACING LIFE MODE

■ UPGRADEABLE CARS



OUT NOW



OUT NOW



MAR '04



GINA G!

**OKAY...
NOT REALLY**

Gina is your main opponent in the Racing Life mode. She'll hassle you all the way through, but she turns out to be really nice at the end. What a cop out.



**"TWO HOURS IN YOU'LL
FIND YOURSELF AT THE
WHEEL OF A CALSONIC
SKYLINE. THIS IS WHERE
THE FUN STARTS!"**

R: RACING

STORY TIME: Every chapter of the Racing Life mode is joined to the next by way of FMV cut-scenes such as this one. Pretty isn't she?



⬆ The Rally courses allow for some extreme off-road racing sans the broken limbs.



⬇ It's Monaco's infamous Loews hairpin. Hey! Slow down!

The GC gets its first decent racing simulation!

IF THERE'S

one type of game that GameCube owners could really do with, it's a racing simulation. Why we have had to wait so long for one to appear is beyond us, but every racing fan out there has their hopes pinned on Namco's latest racer. With all that pressure on their backs, how could the team possibly deliver?

There's one thing we must make clear before we go on. When you first start playing *R: Racing Evolution* you will be disappointed. Even the most open-minded of you will shrink a little and maybe even shed a tear. Every member of the **CUBE** team was looking forward to this, and they all left the first session grumbling words like 'disaster,' and others less printable. It's slow, dull and tedious. Don't get too depressed though, because there is a light at the end of this tunnel.

Namco's latest offering has five main gameplay modes: Racing Life, Event Omnibus, Arcade and Time Trial. Racing Life is the mode that defines the game. You play the part of ambulance driver Rena, who just happens to get spotted by a top notch racing coach Stephan Garnier. He takes you under his wing and teaches you the ropes before throwing you into full-on races. Each chapter of the story is linked together with FMV cut-scenes where Rena has little asides, and argues with rivals.

This is all very well, but you have to stick with it. Your first car is the De Tomaso, an extraordinarily slow car. Anyone who has played *Gran Turismo* will remember how that particular series always starts in a similar way, very slow cars that handle like a cow in quicksand. Stick with it however, and about two hours in you'll find yourself at the wheel of a Calsonic Skyline. This, my friends, is where the fun starts!

Another thing that should be made very clear is that this is not *Ridge Racer 6*. Nor is it *Gran Turismo*. This is a simulation, therefore the cars handle and sound just like they should in real life. As far as handling goes think *Gran Turismo 3* and you're pretty much there. You have the option to use ABS brakes, traction control and brake assistance, but it's not much fun to have a computer braking for you. Thankfully you can switch off all the assistance in the options.

The *Ridge Racer* influence comes in the form of little arcade elements. The music for example is pure *Ridge Racer*. Radio chat comes into your ear-piece from your team and from other racers. Take a corner well or spin out and you'll hear the relevant comments.

This is similar to the voiceovers in *Ridge Racer*, but nowhere near as annoying and far more relevant.

⬇ Hold back on the gas unless you want to fail.



LOOKING GOOD IN DRAG

EASY ON THE GAS FELLA!



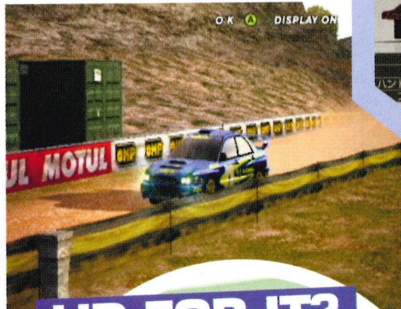
⬆ The Hotrod is a beast of a car, but we know how to handle it.

The Drag section is a strange addition given that it makes up so little of the game. You basically have to keep the breaks applied until the green light appears, and then hold down the accelerator. Halfway down the straight you get the opportunity to kick in with a Nitro, but winning is all down to getting a perfect start. All that hard work and the race is over in less than ten seconds.

EVOLUTION



Fast, powerful, great looking cars. This section of the game is where it's at.



IT'S BIG

There are 166 different Challenges in the Event Omnibus. However good you are it's going to take you a while to get through them all.

UP FOR IT?



PRICEY: You can look at the Advan Kondo as soon as you switch the game on, but unless you have a million credits, you'll come away disappointed.



GIVE US A TUNE

GETTING DOWN AND DIRTY

We were under the impression that this game would allow you to tinker with your cars, but it turns out there aren't that many options after all. Once you have bought a car you can take it into the Garage and upgrade it. This 'upgrading' is limited to two main options: Tuning and Lightweight. Tuning just generally upgrades the car, giving it higher HP and the like. Lightweight Kits bring the overall weight of the car down, thus giving it better acceleration and a higher top speed.

Before you race you can also alter specific properties of the car such as down-force, traction, gear ratio and several others.



The EXP Speed 8 goes like the clappers and sounds great.

CONTINUED

Other racers taunt you when you screw up, and curse you when you get in their slipstream. The best addition has to be the Tension Meter. Get within four or five car lengths of another racer and a bar will appear above their vehicle. As you continue to hassle them the bar will fill up, and you'll hear the driver getting more and more stressed out. Eventually they'll fold under the pressure and completely spin out. There is nothing more satisfying than purposefully holding back just so you can wind up another driver. If you're trying to mess up someone's score in a championship, making them spin out is a great way to do it.

While Racing Life should be your first port of call, the Event Omnibus is where the meat of the game lies. Split into three sections (Event, Showroom and Garage), this is where you'll open up the other 80% of the game. Event Omnibus allows you to take part in 166 different challenges. These range from one-race events, to grudge matches, to six-race championships. Each event costs money to enter (you will have earned plenty of

dosh from Racing Life), but the rewards for winning (some great cars and even more money) are more than worth it. The Showroom is the place where you can buy the really special cars. These are the cars that you can't win however hard you try. The daddy of them all is the Advan Kondo S101, an awesome machine that can be yours for the bargain price of 999,000 credits (cringe). Every car that you buy can be tuned up in the Garage. Options include Step 1, 2 and 3 Tuning, and Lightweight Stage 1, 2 and 3. This is, however, the limit of the game's tuning options. When it comes to tweaking your car this is no *Gran Turismo*, though you should note that you can set up your car before every race using the dozen or so sliders in the tuning menu.

As far as courses go, there are 12 in all, and these tie in with the three styles of racing on offer: GT, Rally and Drag. Naturally there are different styles of car to take advantage of these tracks, and for once the cars do actually act differently depending on what surface they're on. The Rally section is particularly good. Once again though we'd say that when you first come across

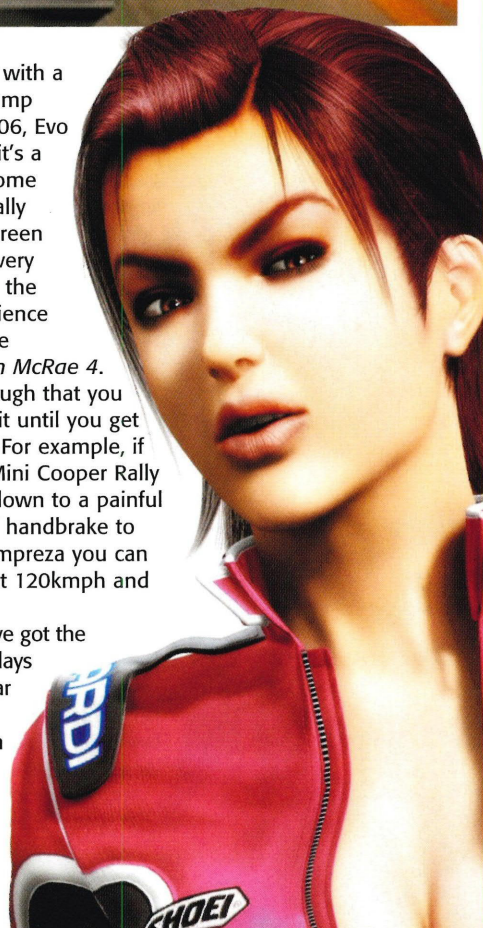
"THERE'S NOTHING MORE SATISFYING THAN HOLDING BACK SO YOU CAN WIND UP ANOTHER DRIVER"

大まで入力して待機してください
ブレーキを離すとスタートします



it you're going to hate it with a passion, but once you jump behind the wheel of a 206, Evo VII or Impreza Rally Car it's a totally different game. Some areas of the track are really bumpy and the entire screen tilts left and right with every little bump. It's probably the most realistic rally experience we've had aside from the dedicated titles like *Colin McRae 4*. We can't emphasise enough that you really have to stick with it until you get the more powerful cars. For example, if you take a hairpin in a Mini Cooper Rally Car you'll have to slow down to a painful speed and apply a bit of handbrake to get around it. With the Impreza you can scream into the corner at 120kmph and glide round perfectly.

By now you should have got the message that the game plays really well once you get far enough into it, so we can put that aspect aside for a while. The last game to be developed in this way was *Soul Calibur II*.



TAKE ME TO YOUR DEALER

THE CARS YOU'LL BE DREAMING ABOUT

The cars in the game are divided into eight main categories: GT1, GT2, GT3, LM Racecars, Rally1, Rally2, Drag and Classic. Here are the best cars in each category for you to drool over:



GT1: BMW McLAREN F1

The car that was featured on the disc this month. What a beauty!



GT3: INTEGRA TYPE A

The GT3 cars are a little slow, but you wouldn't say no would you?



RALLY1: SUBARU IMPREZA WRX STI RALLY CAR

Screams around dusty and tarmac corners like there's no tomorrow.



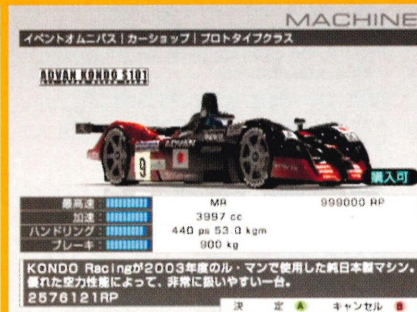
DRAG: CHARGER R/T DRAG CAR

The hotrod of the bunch, this one looks and sounds the part.



GT2: MITSUBISHI LANCER EVOLUTION VIII RS

The Lancer Evo is always a safe bet, even if it is a little chunky.



LM RACECARS: ADVAN KONDO S101

The crème de la crème of the cars on offer. An absolute dream to drive and look at.



RALLY2: ALPINE A110 RALLY CAR

It may be retro, but it still rockets around the corners.



CLASSIC: GIULIA GT JUNIOR

We're not really into our classic cars, but this is the best of them.



RALLY GOOD SHOW

TEARING DOWN THE STRAIGHT

Naturally you'll want to know about all the tracks on offer, so here's a quick rundown of all 12:

SUZUKA A (GT)

This famous Japanese course is made up of a really long straight and plenty of winding corners. You can cut the corners but it's faster to stick to the road.

SUZUKA B (GT)

This is the A track with a significant extension and a few hairpins. The S-bend at the end can totally be cut across with a powerful car.

TWIN RING MOTEGI SUPER SPEEDWAY (GT)

A simple oval track where slipstreaming is the only way to catch a decent opponent.

PHILIP ISLAND CIRCUIT (GT)

A wide open circuit dealing in long easy bends and a few right angles. A pleasure to drive along.

YOKOHAMA MINATO MIRAI CIRCUIT (GT)

Less famous than Suzuka but still well-known. A nice long straight and some narrow, tight corners in the built-up inner city.

MONACO CIRCUIT (GT)

The best GT circuit in the game. Every racing fan knows this circuit inside out and it's always a good measure of a game. *R: Racing Evolution* passes with flying colours.

GREEN FIELD CIRCUIT (GT)

Open, flat and very green. This is probably the most boring GT circuit on offer.

RALLY ARENA SS CIRCUIT (RALLY)

This circuit is made up of two tracks running side by side, so that the cars can compete on times without bumping into each other.

WATER BRIDGE CIRCUIT (RALLY)

A wicked little A to B circuit that takes you through a forest before winding up the mountain and through a little village.

WINDMILL HILL CIRCUIT (RALLY)

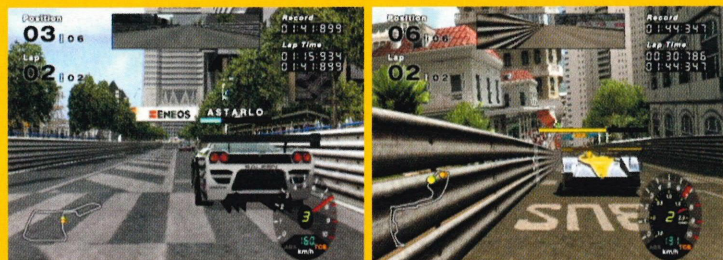
The best rally track in the game. It's a bumpy track and there are several areas where you can fall off the track and have to take an alternative path.

SURFSIDE CIRCUIT (DRAG)

A simple straight track. It's lit up very nicely, and there are lots of people cheering, but there's really nothing much to say about it.

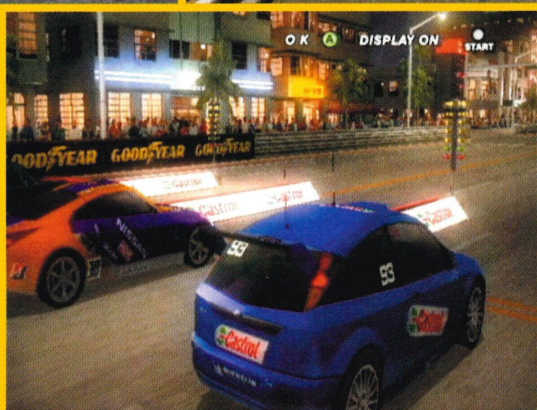
DRAG CIRCUIT 2 (DRAG)

Another straight track in a different setting. It could be set underwater though to be honest. It's just A to B, so who cares?



Third on the final lap... it's not looking too promising, and Gina will be a nightmare if she wins this.

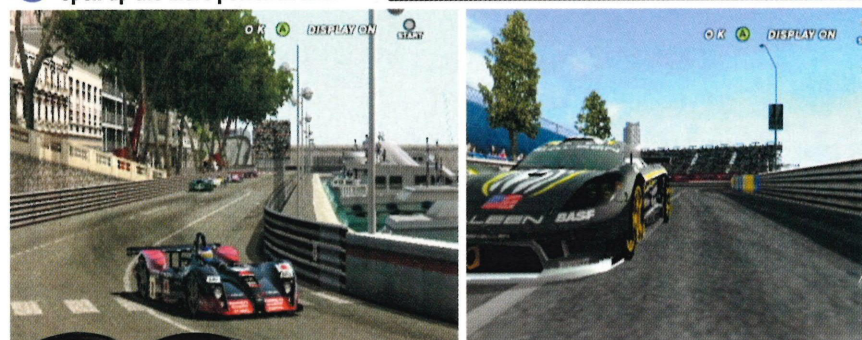
The Drag modes look very nice, but they're a bit shallow. A to B in the quickest time... very boring.



DON'T CHEAT: The Time Trial mode doesn't allow you to cut corners; you have to stick to the track, rather like the License Tests in *Gran Turismo*.

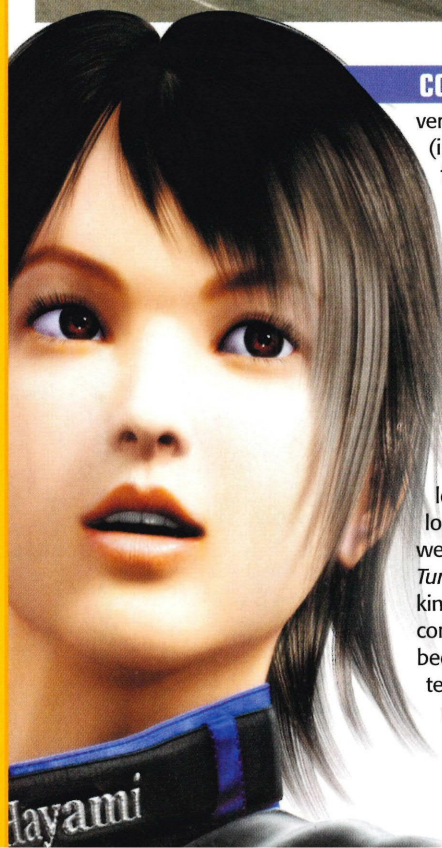


The game transforms when you open up the more powerful cars.



CONTINUED

You may also remember that the GC version of that game was slightly improved (in terms of texture, colour and framerate) over the PS2 version, so this should be the case with *R: Racing Evolution*. Strangely though it isn't. Having played all three versions of the game we can tell that they're all identical. The only difference comes with the control devices, and the GC pad is perfect for it. Accelerate and brake with perfect analogue precision using the shoulder buttons, and steer with the smooth analogue stick. As far as graphics are concerned, despite looking identical to the PS2 version it still looks fantastic. Not as good as *Burnout 2* we'll grant you, but easily as good as *Gran Turismo 3*. Having no other games of this kind to choose from, we certainly won't be complaining all that much. It would have been nice to have some smoother textures, some anti-aliasing and some more vibrant colours, but there are plenty of effects to keep you happy.



SWITCH!

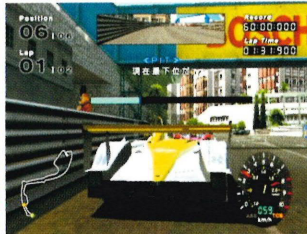
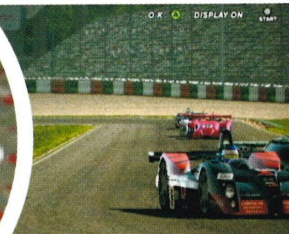
TURN IT OFF

The standard option in the game switches on all of the driving assistance aids like traction control and ABS, but it's not much of an experience that way. Turn it off now!



↑ The power of the Subaru Impreza will have you in a ditch on the first corner. Slowly, slowly, catchy monkey, innit?

↓ The Drag racing is all about starting well and using the Nitro burst at the right time. Tactics, see?



↓ Leave out the full beam treatment mate!



"WHEN YOU FIRST START PLAYING YOU'LL BE DISAPPOINTED... THERE IS A LIGHT AT THE END OF THE TUNNEL THOUGH"

The different lighting effects shimmer pleasingly off the tarmac, giving an almost blinding effect in some areas. The reflection mapping on the cars is nice as well, right down to the point that you can see the colour of the banners reflected on the paintwork. Saying that, it isn't overdone: it's just right.

Our only real complaints come from four different areas. Firstly, where are the weather conditions? We know cars wouldn't race in extreme conditions, but it would be nice to have some rain to go with the sunny and overcast effects. Secondly, there need to be more cars and more tracks. If *Gran Turismo* didn't exist we might not have brought this up, but it does. There are enough to keep you happy, but we would have loved some more rally tracks. Thirdly, the game is too easy. Maybe we're just too good at racing games, but we didn't have any problems at any point in the game. How about a difficulty level where you lose even if you screw up one corner? Last on our little list is the network option. Surely in this day

and age there should be an online and LAN option, especially from Namco. It's been working closely with Nintendo for some time now: LAN should have been in there from the start.

Given that this is the only real option as far as GC racing sims go, *R: Racing Evolution* comes highly recommended. Namco's offering is the best you're going to get for some time, and aside from a few niggles we've enjoyed it immensely. Get the game, play through *Racing Life*, and buy the Advan Kondo S101. Then set up a ten lap race at Monaco and play games with your opponents. Maybe give them a one-lap head-start, then challenge yourself to catch them up and make every single one of them completely lose it. If you manage all that, try to flip your car. It's difficult, but you can do it if you know how, and it makes one hell of a replay. Sorry, we've really been playing this a bit too much haven't we? What can we say: we like it lots.

CHANDRA

CUBE VERDICT

R: RACING EVOLUTION

⊕ RACING SIM WITH AN ARCADE EDGE



VISUALS

As good as *Gran Turismo 3*, but not as good as they could have been.



AUDIO

Impressive in-race radio chatter and fitting *Ridge Racer*-esque tunes.



GAMEPLAY

The cars handle just as they should, but the early cars handle terribly.



LIFESPAN

It'll take a while to do all Challenges, and it should be more difficult.



ORIGINALITY

The little *Ridge Racer* elements give it an edge above the competition.

ALTERNATIVE

The sequel to the GBA version... and you can tell. What a load of rubbish.

GT CUBE

Reviewed: Issue 22



CUBE Rating: 4.9

2ND OPINION

HIGH REV: It starts off very slowly, but as you get further in things heat up and it gets much more interesting. Still, it's no *Gran Turismo*...

GARY

FINAL SCORE

8.4

THE FINEST RACING SIMULATION THE GAMECUBE HAS TO OFFER... AND PROBABLY EVER WILL.



STEALTH KILLING

Horus is Sphinx's main rival and will stitch you up whenever he gets an opportunity.



CUBE

INFORMATION

SPHINX AND THE CURSED MUMMY

PUBLISHER: THQ

DEVELOPER: EUROCOM

PRICE: £39.99

ORIGIN: UK

PLAYERS: 1

MEMORY: 20 BLOCKS

STATS

■ TWO DIFFERENT CHARACTERS

■ PLENTY OF ARCADE ADVENTURING

■ LOTS OF HUMOUR

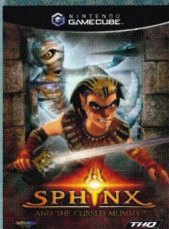
■ SIMILAR TO STARFOX AND ZELDA



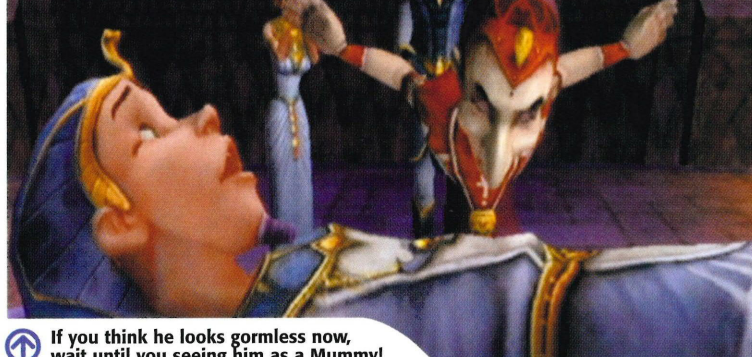
OUT NOW

TBA

OUT NOW



Spine-chillingly good fun



⬆ If you think he looks gormless now, wait until you see him as a Mummy!

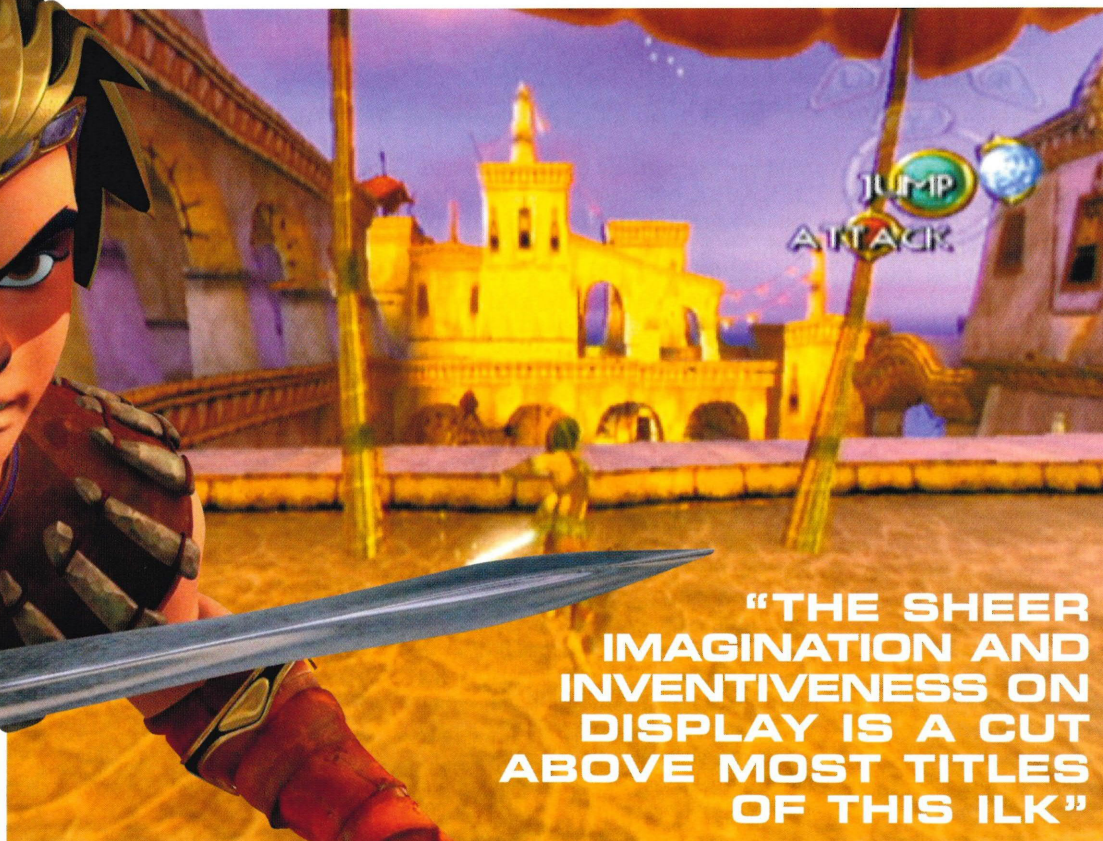
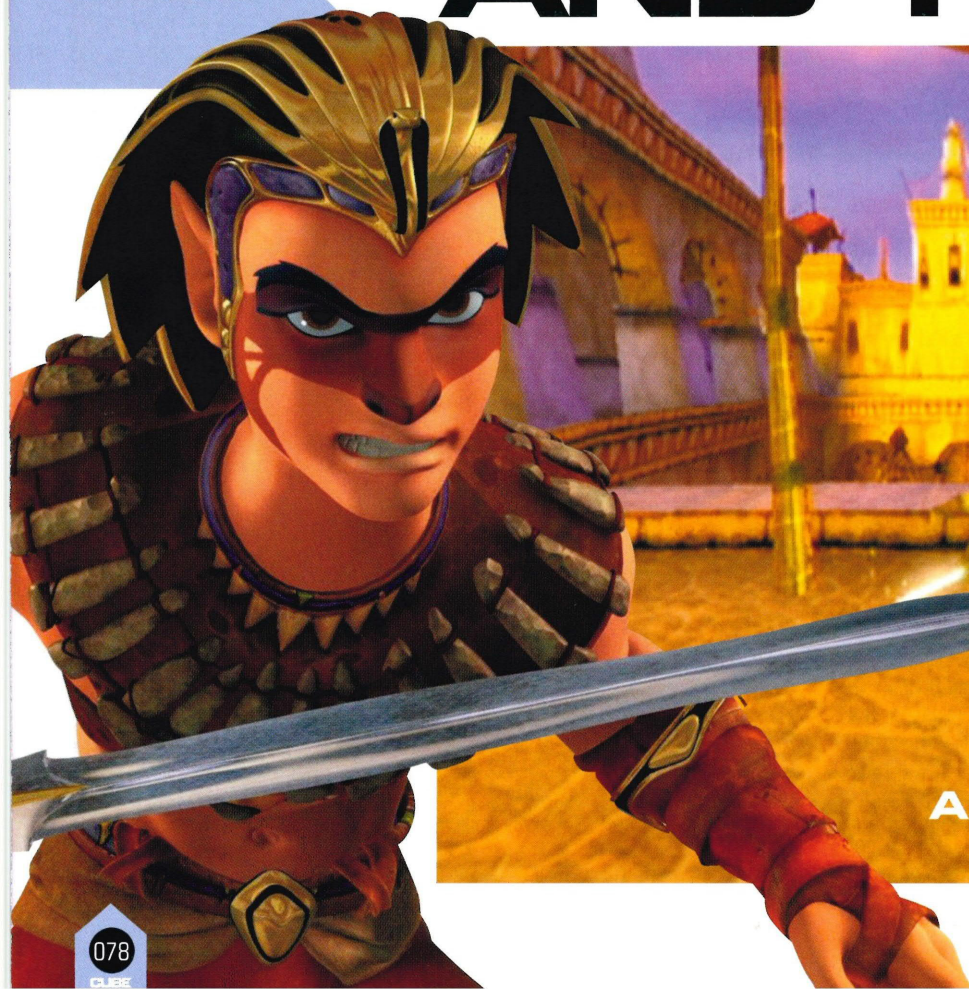
Travel back in time with two very different heroes

EVERY NOW

and then something comes along that firmly reminds us why we play games in the first place. Sure we're suckers for fancy visuals and impressive audio, but we're also aware that a game needs plenty of playability and (above all) must be fun to play. Fortunately, *Sphinx And The Cursed Mummy* delivers all these by the bucket load.

It can't be very easy when you're a half-man half-lion demigod with the world to save, nevertheless, Sphinx takes everything in his 60 frames-per-second stride and is more than happy to appear in an above average *Zelda* variant. Like so many titles before it,

SPHINX AND THE CURSED



"THE SHEER IMAGINATION AND INVENTIVENESS ON DISPLAY IS A CUT ABOVE MOST TITLES OF THIS ILK"



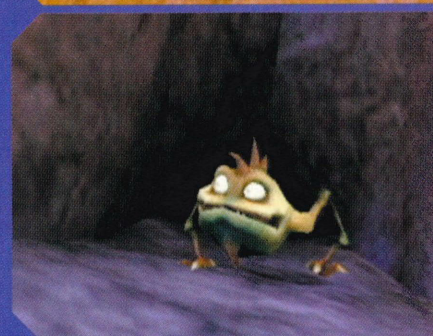
you'll initially find yourself in a rather generic training stage and as we've already explained in Issue 27's preview, things start off slow thanks to some rather long-winded events. Before long however, *Sphinx*'s true colours shine as brightly as the burning Egyptian sun and you'll eagerly want to find out what's next for the intrepid hero. Indeed, once Sphinx acquires the legendary Sword of Osiris the game opens up immeasurably and whilst it never gives the *Wind Waker* a run for its money, it's still a hell of the way above the competition.

Of course, no classic struggle between good and evil is complete without a suitably nefarious villain and Sphinx's nemesis is a rather nasty bugger by the name of Set. Extremely jealous of his popular brother, Pharaoh Tutankhamen, the evil swine captures his younger sibling and turns him into a Mummy. Unfortunately the elaborate ceremony is disturbed by Sphinx and Set is temporarily foiled. With Tutankhamen's spirit trapped, it's down to Sphinx to find the ancient jars that contain the Pharaoh's essence. Before long Tutankhamen has been revived (well as revived as a Mummy can be) which in turn adds a whole new slant to an already enjoyable title.

Being dead might sound like a major drawback, but it turns out to be a very useful commodity for our mummified friend. The ability to be impervious to various objects and elements means that you can utilise them to your own gain, often with very humorous results. Get set on fire for example and you'll immediately take on a cartoon-like gait and hop repeatedly from foot to foot, but you'll also gain the power to destroy any wood you come into contact with (especially handy for reaching previously blocked paths). As the puzzles become more complex (although never impossibly so) Tutankhamen's ways to overcome them become even more elaborate and all are very humorous. We've already mentioned how *Sphinx* steals from (er, pays homage to...) the likes of *Zelda* and *Starfox* but the Mummy sections also contain a surprising amount of stealth.

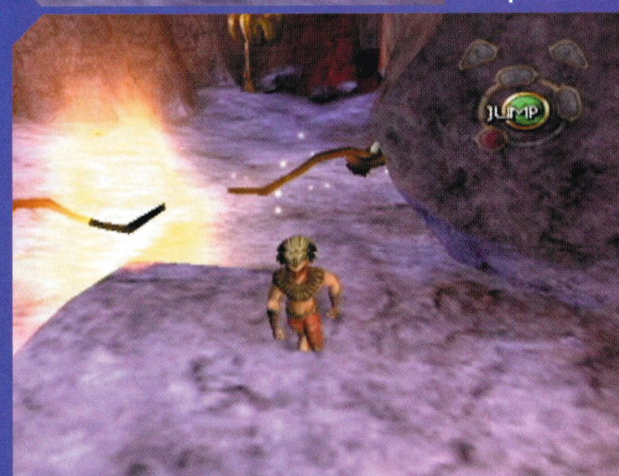
Fortunately, Eurocom has thought every puzzle out properly and as a result hiding in sarcophagi or turning invisible is always well implemented and never feels tacked on. Indeed, the sheer imagination and inventiveness on display is a cut above most titles of this ilk and by the time Sphinx is

HISTORY LESSON: *Sphinx* is steeped in Egyptian mythos and this is particularly apparent whenever you meet any of the game's colourful characters.



Who would have thought that such a cute little critter could be so deadly?

Sometimes you have to manipulate enemies to solve certain puzzles



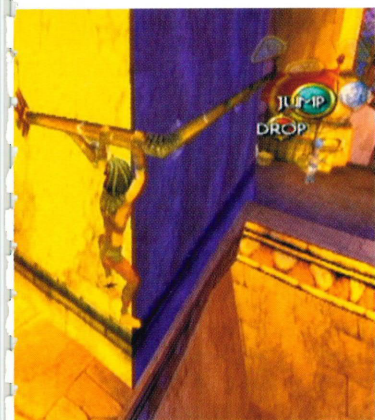
GOTTA CATCH 'EM ALL

IF YOU LIKE POKÉMON, YOU'LL LIKE THIS

One of the most interesting abilities of Sphinx happens when he acquires capture beetles. Hit an opponent a few times and it will start to emit a yellow flash; once this happens you can then unleash one of your insects. By using the C-stick, you are able to guide the beetle towards your foe, where upon contact the creature is immediately captured.

Once your prize is secured, you can either donate it to the local museum, or use it to overcome various hazards and puzzles. Throughout your travels are wooden cages; use a captured fire armadillo to burn the wood and you can reach the item placed inside. Once again, the released creature is controlled by the C-Stick and care must be taken to ensure the critter successfully reaches its target. One word of warning though, some of the monsters only appear in certain locations, so a good memory is required if you wish to recapture them.

ED MUMMY



Sphinx is a Demi-god on a mission, expect to explore many locations.

STOP THIEF!

RIP-OFF

Hmmm, it's all very well paying tribute to previous games, but even we were shocked at how blatantly Eurocom has ripped off the scarab currency from *Starfox Adventures*.





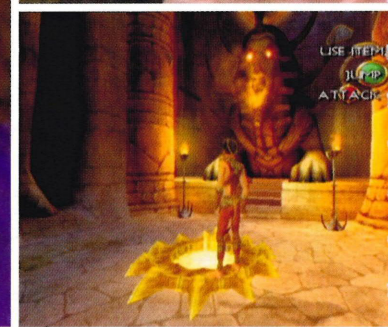
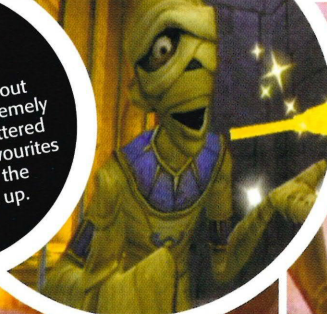
THAT'S A WRAP

Look how pretty it is. Sometimes all that glitters really is gold!

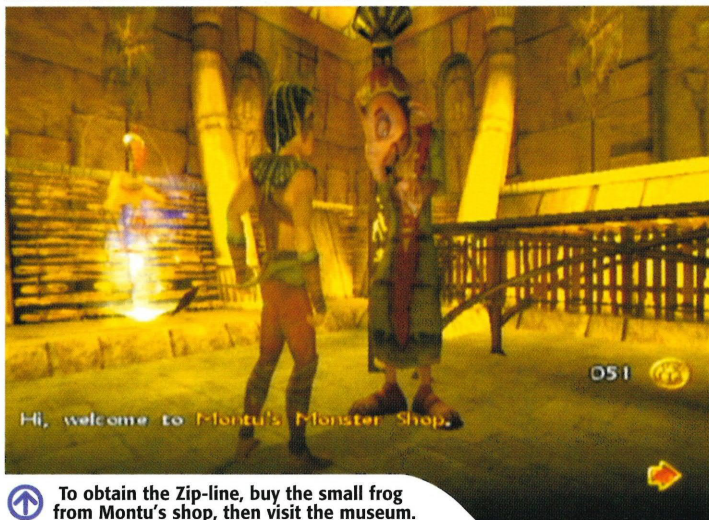


AND CUT...

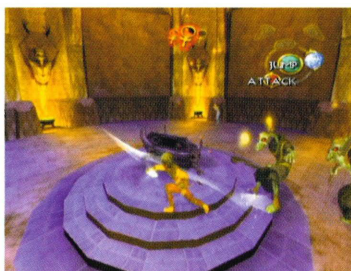
Cut scenes throughout *Sphinx* are of an extremely high standard and littered with humour. Our favourites being whenever the Mummy shows up.



"YOU'LL APPRECIATE EVERY CHANCE YOU GET TO EXPLORE YOUR SURROUNDINGS IN GREATER DETAIL"



To obtain the Zip-line, buy the small frog from Montu's shop, then visit the museum.



CONTINUED

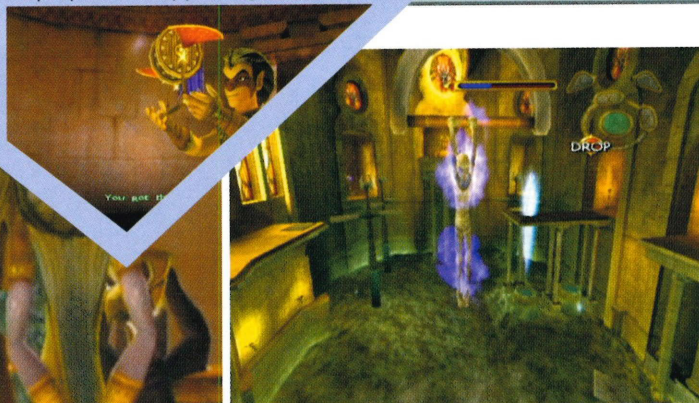
completed, you'll definitely be hoping for a sequel and a further chance to be acquainted with these two charming characters. Whilst the Mummy sections are definitely amongst the main highlights of the game, you'll be spending the majority of your time in control of Demigod Sphinx. Although he doesn't share the Mummy's invulnerabilities, he's extremely athletic, dead handy with the Sword of Osiris and gains plenty of abilities as the game progresses.

Throughout each of the stunningly realised locations, Sphinx will find plenty of people to interact with. Whilst a handy source of information they're basically utilised to set up Sphinx with a selection of 'fetch' quests. Although some may moan that this was a trait used by Rare to make a short game seem much longer than it actually was, this couldn't be further from the truth. There's so much to see in *Sphinx*, that you'll appreciate every chance you get to explore your surroundings in greater detail. Another pleasing aspect is just how well both characters interact with their world.

Paths are constantly blocked as you progress through the game and sometimes you'll have to dig the old thinking cap out in order to solve them. Early on in the game for example, you'll find your route blocked by huge boulders; luckily, there's a monster on hand that explodes when it comes into contact with anything. It's then a simple task to guide the little beastie towards your obstacle and let him blow it up so your quest can continue. These little touches are littered throughout the levels and help mask the games few poor features, for example, the rather iffy combat.

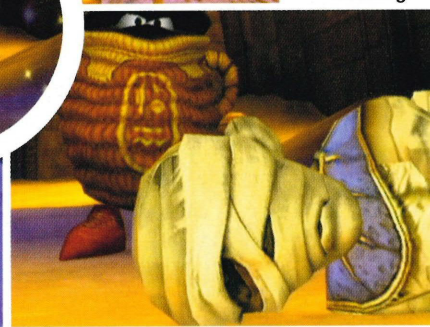
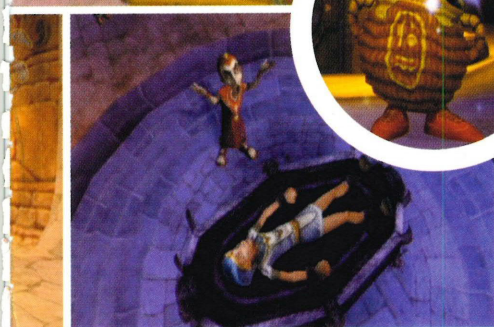
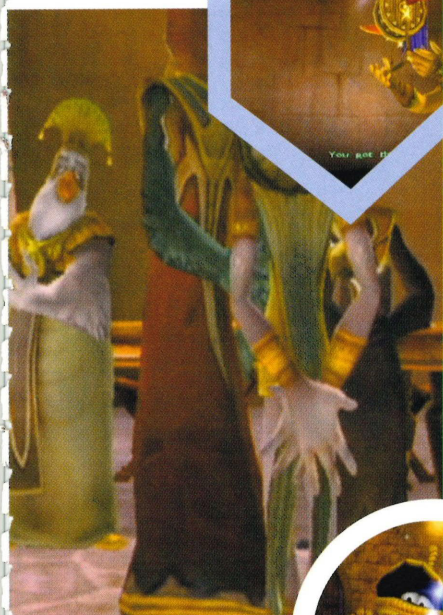
Ok, so it's not the end of the world, but considering how polished the rest of *Sphinx* is, it's surprising that Eurocom didn't give this element the same care and attention. The biggest problem is the lack of a lock-on target. As a result you'll often miss easy hits because Sphinx isn't actually swinging where he should be. This in turn also highlights the drawbacks with the in-game camera... once in combat. The camera swoops around with gay abandon, further adding to your

READY, AIM FIRE: Once Sphinx acquires the Blow Dart, you'll be able to use it to complete all sorts of complex puzzles, or simply kill things.



There's plenty of leaping in this section. Just be careful.

Cutscenes throughout are well detailed and very amusing.



problems and slightly marring the otherwise high quality content of Eurocom's latest release. Fortunately, combat is not the main aspect of the game and like *Starfox*, you'll only have to deal with a few enemies at a time. Nevertheless, it's a real shame the combat couldn't have been slightly better implemented – still *Sphinx*'s shortfalls are greatly outweighed by its achievements.

Visuals are of an extremely high standard and show plenty of the GameCube's graphical abilities. Although the polygon count is a little low – resulting in some rather basic looking locations – the impressive lighting, particle and transparency effects give *Sphinx* a suitably exotic feel. A fact further enhanced by the many characters you encounter. All are superbly realised and steeped in Egyptian culture. The highlights however are undoubtedly Sphinx and his cohort. Both are packed with detail and animated to perfection. They also display some impressive facial animation. What a shame that the same can't be said about the sound...

Although the many tunes are

suitably exotic and enhance the onscreen action, Eurocom's oversight is forgetting to imbue its creations with the power of speech. Instead the game goes down the Rare road, letting its characters express themselves via various umms and ahhs. It's not a major tragedy but it is a bit of an oversight.

Despite a few discrepancies, *Sphinx And The Cursed Mummy* is an extremely strong title and is well worth picking up. It's mostly gorgeous to look out, controls beautifully and is filled with plenty of unique touches. Like the recently released *Metal Arms*, it takes several old ideas and injects them with a new lease of life and some all-important humour. With so many companies relying on well-known franchises and licenses to sell products, it's refreshing to see something different, original and fun. Let's just hope *Sphinx* does well enough to deserve a sequel. And then you can all go out and buy it with impunity because it'll be a franchise. Damn casual gamers!

DARRAN

"COPYCAT, COPYCAT"

EVER HAD A FEELING OF DÉJÀ VU?

It's widely acknowledged that there are only seven different stories and that every film, book or tale ever made is based (however loosely) upon one of them. After playing *Sphinx*, this could well apply to games too.

Fortunately, *Sphinx* is a strong enough title on its own merits, but it's still surprising to see just how much inspiration *Sphinx* draws upon. Although *The Wind Waker* and *Starfox Adventures* are extremely obvious, others are much more subtle... Whilst the ability to harm yourself to solve puzzles is a well-implemented idea, it's been most recently used in Microsoft's *Voodoo Vince*. Similarly, capturing monsters and then using them is very similar to the main character's ability in Rare's continually delayed *Kameo: Elements Of Power* (a title originally heading to GC).

Despite these nods to other games, it's pleasing to see that *Sphinx* is strong enough to stand up on its own two merits, we just like to nit-pick, that's all.



Hmmm, where have we seen this before? If you think that's bad, wait until he opens a treasure chest

It's bad enough being dead, but how would you feel if you were electrocuted then set on fire?

CUBE VERDICT SPHINX

HARDLY ORIGINAL, BUT STILL GREAT FUN



VISUALS

Glorious locations and impressive characters, let down by minor faults.



AUDIO

Pleasing enough tunes, but speech is sorely missed.



GAMEPLAY

Extremely solid throughout despite some questionable combat.



LIFESPAN

There's plenty to enjoy and it will take many hours to complete



ORIGINALITY

Although similar to *Zelda*, *Sphinx* still surprises with its fresh ideas.

ALTERNATIVE

Rare's only GC game and it's got everything you want in an arcade adventure

STARFOX ADVENTURES

Reviewed: Issue 12

CUBE Rating: 9.4

2ND OPINION

MUMMY-MIA!! "Very enjoyable, but due to level design faults it can get more annoying than finding sand in between your toes after a trip to the beach."

GARY

FINAL SCORE

8.7

DON'T LET THE LACK OF A LICENCE DISSUADE YOU. THIS IS WELL WORTH PICKING UP



INCOMING!

When the Dom'z attack the planet, you'll have the chance to fight them off...



BEYOND GOOD & EVIL

The truth is out there...

FASTER!

WACKY RACES

Head for the hovercraft races in either the main city or the Slaughterhouse region and you'll be able to prove your worth against a variety of high-speed opponents.



**CUBE
STAR
GAME**

"BEYOND GOOD & EVIL IS A TRULY
SUBLIME GAME
WITH MUCH MORE
TO IT THAN YOU
MIGHT FIRST THINK"

CUBE

INFORMATION

BEYOND GOOD & EVIL

PUBLISHER: UBISOFT

DEVELOPER: IN HOUSE

PRICE: £39.99

ORIGIN: FRANCE

PLAYERS: 1

MEMORY: 55 BLOCKS

STATS

■ SPRAWLING ACTION/ADVENTURE

■ MULTIPLE STYLES OF PLAY

■ SIDE-QUESTS AND MINI-GAMES

■ BEST THING SINCE ZELDA!



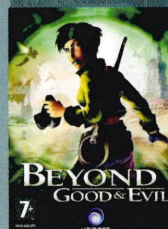
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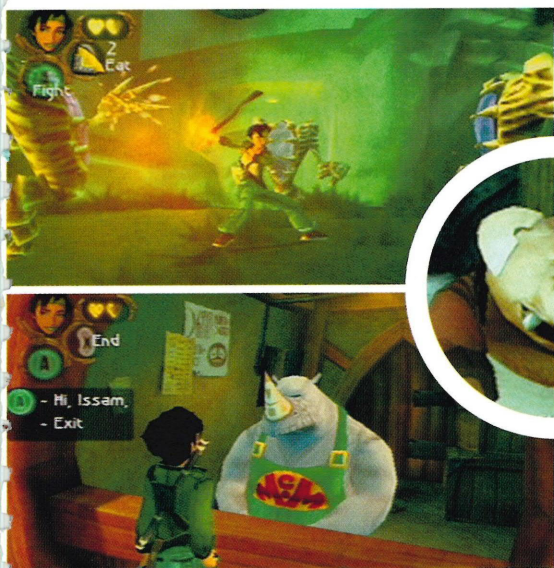
TBA



OUT NOW



INTO THE SHADOWS: Jade's stealth abilities make sneaking up on the Alpha Sections a doddle, but she'll be in trouble if any of them actually spot her...



The constant propaganda from the Alpha Section sets an oppressive tone throughout.

Can Ubisoft's cosmopolitan adventure find the success it so deserves on the GC?

HAVE YOU

ever stopped to wonder if there really is such a thing as fate – an all-controlling force that determines our destiny, no matter what we do? Don't worry, we're not looking to start some great theological debate inside the humble pages of a games magazine, but surely if fate did exist, then things might turn out a little differently. The benefits of being judged on our inner qualities rather than what we do would be significant – good people would be praised, bad people would be punished... oh, and decent games like *Beyond Good & Evil* would go straight to the top of the charts instead of disappearing without a trace.

Yes, so maybe we're being a little overdramatic but then, that should just go to show just how passionate we are about *Beyond Good & Evil* – not to mention how disappointed we are about the game's success so far. Here's a game that manages to create a truly vibrant and absorbing world with believable characters and plenty of depth, and what happens? The PS2 exclusive release disappears without trace, proving once and for all that PS2 owners wouldn't know a good adventure game if it came up and bit them on the nose. Thankfully though, the GameCube version is finally available (and about time too), meaning you lucky people have the chance to put things right with the world by going out and buying a copy. Of course, if by now you're still reading this rather than grabbing your wallet and heading down to your local game shop, you're probably blissfully unaware of why *Beyond Good & Evil* is quite possibly the greatest adventure game

of this style since *Zelda: The Wind Waker*. To those people, we say 'shame on you'... but then, at least there's still time to correct your mistake after we explain why.

You see, having spent four years in development and with more Ubisoft money behind it than a lot of other recent projects (not to mention coming from the same mind as *Rayman*), *Beyond Good & Evil* is a truly sublime game with much more to it than you might first think. This might, of course, have something to do with the current trend for videogame multitasking that's doing the rounds at the moment. Taking full advantage of it, *Beyond Good & Evil* flicks regularly between third-person platform adventuring, water and air-based hovercraft driving action and all manner of smaller mini-game styles in between. What makes it even better though is that it manages to pull it off without feeling disjointed or bitty, unlike a lot of similar games that have come before. The game never tries to force you from one style to the next, instead easing you gently between styles depending on where you go and what you choose to do... something that was promised many moons ago by Michel Ancel (the man behind the game) and that admittedly, we were rather apprehensive to believe. A game that could possibly live up to the promised hype? What a preposterous idea.

Nevertheless, by having multiple game styles – many of which are only additional to the main ones, as opposed to overpowering – helping enhance the overall experience rather than weaken it, *Beyond Good & Evil* is all the better for it.

CASTING PEARLS BEFORE SWINE

BETTER THAN COLD HARD CASH ANY DAY...

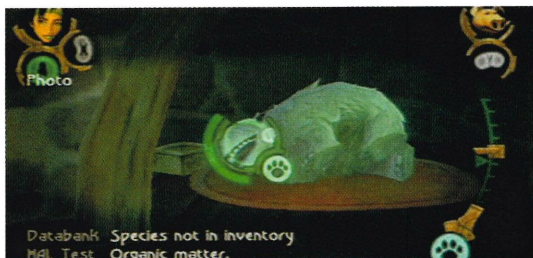
All sorts of wierd n' wunnerful characters will help you out.



As you'll soon discover not long after Jade takes on her first reporting assignment in the game, Pey'j isn't exactly the mechanical wizard that he claims to be – his hovercraft is in desperate need of repair and not even his magical fingers (or trotters, if you want to get technical) can fix the damage. Thankfully, the local rhino mechanics – yes, rhinos and Jamaican ones at that – over at the Mammago Garage have just the parts you need to make those essentials repairs, as well as a few other goodies that might become necessary as Jade's adventure progresses. Of course, there's a catch; rather than taking credits like everywhere else, the only currency taken at Mammago Garage are shiny pearls, which means you'll have to hunt high and low before you can afford such accessories as the laser cannon, jump jets or a space booster. Thankfully, pearls aren't that hard to come by if you know where to look but with 88 in total hidden around (and also above) Hillys, you'll have your work cut out to find them all...



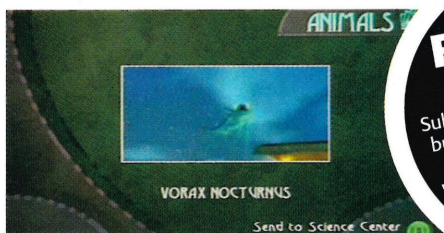
There's nothing like a little retail therapy to cheer you up.



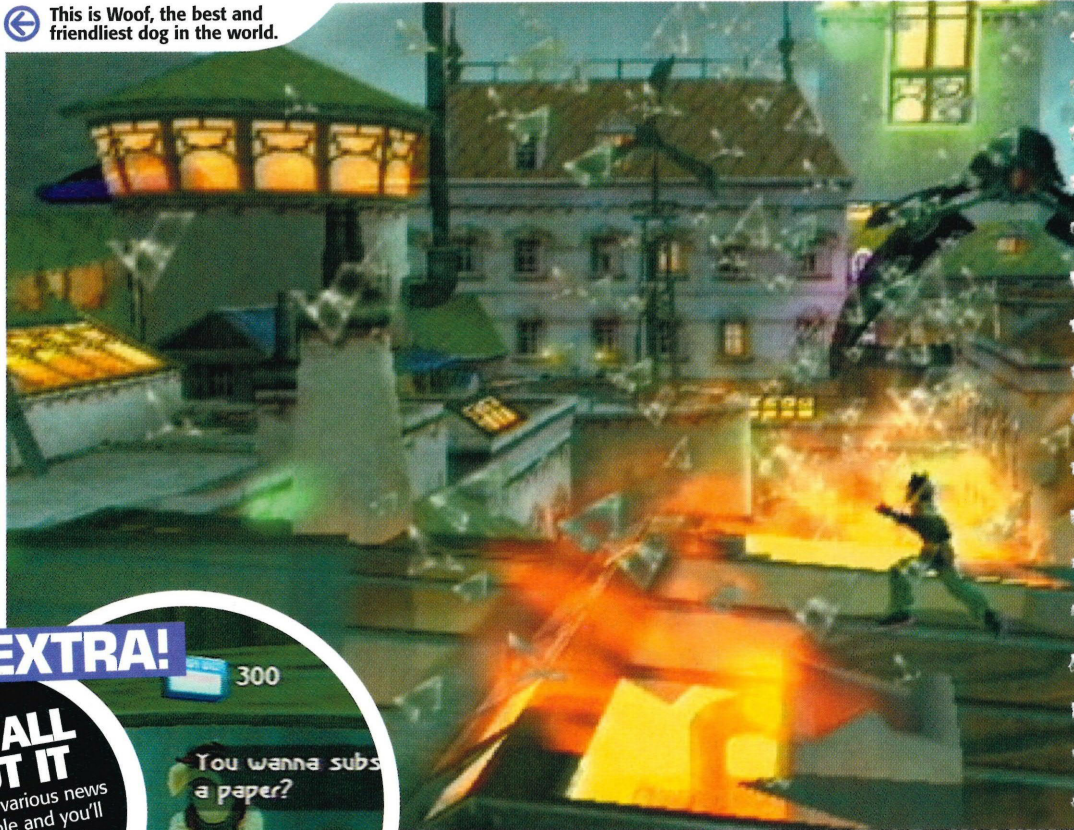
SNAP HAPPY

JADE'S CAMERA - DON'T LEAVE HOME WITHOUT IT

Right at the beginning of her adventure, Jade will get her camera back – being a journalist, it's one of her essential tools of the trade. Interestingly though, you can use it for more than just taking photos, even though this is one of the things you'll be doing the most. Get yourself the zoom lens, for instance, and you'll be able to see great distances, which makes scouting out enemy positions and generally looking around your surroundings in more detail much easier, while wearing the Gyrodisk Glove enables you to aim with the camera and fire discs of light at any target. There's also the Animal Detector add-on, which makes cataloguing every creature on Hillys a little simpler as it highlights locations on the map where any creature you've missed can be found. Of course, that doesn't mean that actually taking the pictures becomes any easier – particularly if the creature you're trying to snap is camera shy...



⬅ This is Woof, the best and friendliest dog in the world.



EXTRA!

READ ALL ABOUT IT

Subscribe to the various news bulletins available and you'll be able to keep tabs on what's going in Hillys – but whose reporting should you believe?

300

You wanna subscribe to a paper?

⬆ All of a sudden you're involved in a frantic chase across the city's rooftops. Run!

CONTINUED

It's also one of the reasons why the game is directly comparable to the *Zelda* series (more specifically, recent titles like *Ocarina Of Time* and *Wind Waker*), though certainly not the only one. For instance, *Beyond Good & Evil* pays as much attention to its well-crafted storyline and emotionally involving characters as it does to the gameplay. As you help Jade set out on the seemingly mammoth task of uncovering the conspiracy that appears to have taken over the entire land of Hillys, the intense and absorbing plot draws you in enough to actually care about what happens to the characters, which in turn then leads you to want to play more just to find out how things will resolve themselves (particularly when bad things happen to them). This, as you might have guessed, is most definitely a good thing and helps prevent *Beyond Good & Evil* from turning into just another platform-based action/adventure title.

Then there's the way that Hillys itself is created. If ever a game could be referred to as continental, this would be it. Just as the *Zelda* games have their own style of Japanese quirkiness about them, so Hillys feels as cosmopolitan as they come and thanks to the intricate attention to detail found throughout (not

DOUBLE THE PLEASURE

TWO HEADS REALLY ARE BETTER THAN ONE

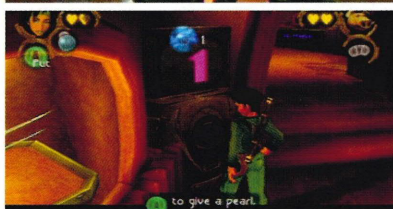
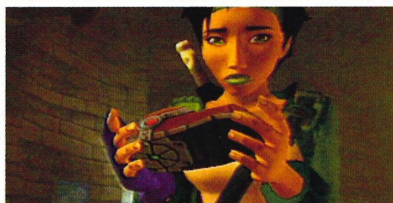
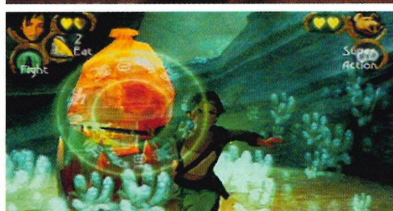
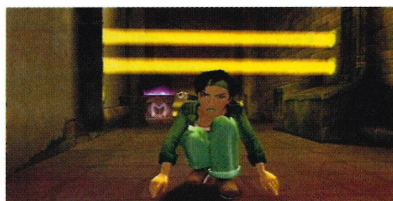
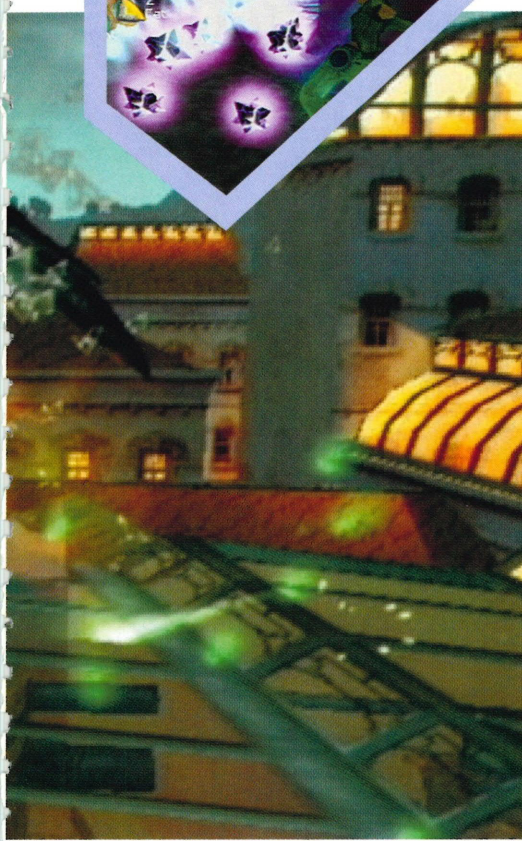
Although there are some sections where Jade has to rely on her own skill, cunning and stealth abilities to make it through in one piece, you'll also find that there are several areas where she's not alone in the quest to uncover the truth of the Alpha Sections. Exactly who you'll have tagging along (either your pig-like uncle Pey'j or the slightly insane yet ever-helpful spy Double H) depends on how far into Jade's adventures you've managed to progress, but having

them help you out is always the same; simply press the button in a situation that Jade can't deal with herself and they'll step in to lend a hand. These situations could range from opening a door, pushing a heavy crate or standing on weight-sensitive switches to taking on hulking Dom'z monsters, so don't be afraid to ask for a helping hand from your partner; after all, it takes a strong hero to admit that she needs her friends.



⬆ After rescuing Double H he'll become your partner, use his skills wisely to ensure success.

SMASH AND GRAB: If you see a purple rock or small crate, take the time to break it to pieces and take the credits inside – always handy in a pinch.



to mention that every area, from the tranquility of Jade's lighthouse home and the populated city to the creepy Dom's base, has its own distinct feel) and the world feels believable, no matter how unbelievable the action gets. Combine all this with the more obvious comparisons between more technical stuff like the control system – the way Jade moves, fights and generally negotiates her way around Hillys all smacks of Link, not to mention the context sensitive action button – and *Beyond Good & Evil* could be directly related to *Zelda*... albeit as a distant French cousin.

At this point, before we get perhaps a little too gushy, we should point out that *Beyond Good & Evil* isn't entirely perfect and even though we're making it sound like the best game ever, there are niggling flaws that stop it from being so. Take the framerate, for example – it never effects the flow of the action but even so, the fact that it changes depending on the style of gameplay is rather annoying. There's also the sin of not being able to skip through cutscenes, particularly if you've already seen them; obviously, the storyline is important but even so, it would have been nice to have had the option. Most importantly though, there's just not enough of it, considering

how involving it all is. It's not the shortest game ever, but against something like *Zelda* (which you can play for what seems like an eternity), being able to finish everything in less than 12 hours leaves you feeling just the tiniest bit short-changed.

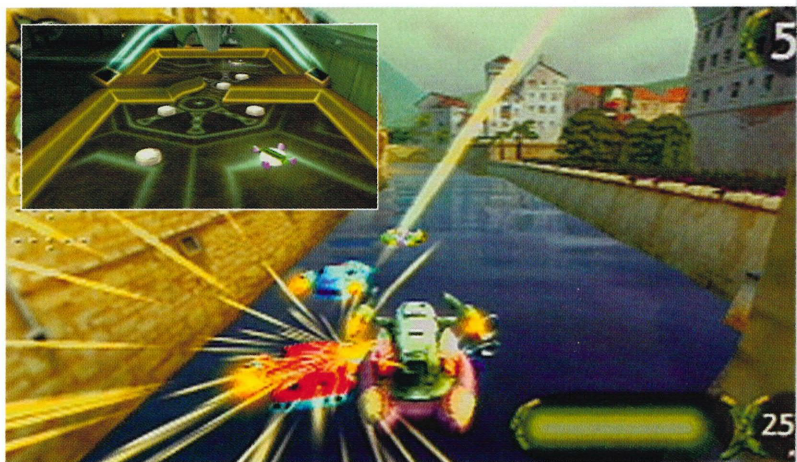
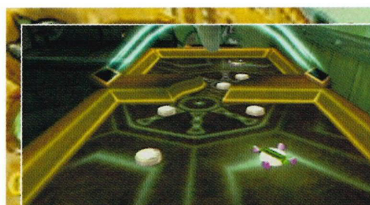
All things considered though, these problems are by far the last thing that *Beyond Good & Evil* needs to worry about – weighed up against the positives it has going for it, they're pretty small complaints. Unfortunately, the one thing that is staring us straight in the face is the possibility that having already flopped once on the PS2, a game that should have been heralded as one of the games of 2003 will instead be largely ignored on the GameCube too. The fact is, *Beyond Good & Evil* needs your attention more than anything else out on the GameCube right now and as such, you really should do yourself a favour and get a copy. If you don't, then the next time someone pipes up to complain about games all being generic pap these days, you'll be the people we'll point at as the cause. Quality games deserve to be championed, not pushed to the bottom of the second-hand bin, and there's no more deserving than *Beyond Good & Evil*.

MARTIN

SOMETHING ON THE SIDE

WE JUST WISH THERE WERE MORE OF THEM...

Whenever you feel like taking a break from the day-to-day grind of kicking Dom's ass all over Hillys, you can always relax and try your hand at one of the many side-quests that *BG&E* has to offer. Some of them are suitably short-lived – like the cup and ball or shufflepuck-style games available over at the Akuda Bar, which can be played for cash – and some can improve your standing in the world – winning hovercraft races is always good for the reputation, especially if you can net the track record at the same time. Others, however, are ongoing and you might have to return to areas that you've previously cleared out in order to complete them all, although this in turn might require you to have reached a certain stage or bought a particular item before you can complete it. What's more, there are even hidden caverns inhabited by evil looters who need to be dealt with. If you can find and beat them all, Hillys will be a better place for it.



"THE ONLY THING THAT'S REALLY WRONG WITH THE GAME IS THAT WE WISH THERE WAS MORE OF IT..."

CUBE VERDICT

BEYOND GOOD & EVIL

AN ESSENTIAL PURCHASE – END OF STORY



VISUALS

Gorgeous, with plenty of attention to detail and some great touches.



AUDIO

Excellent voice-overs, but with quality music to back them up.



GAMEPLAY

Totally absorbing – adventure fans are going to love this one.



LIFESPAN

Long enough first time around, without completing the side-quests.



ORIGINALITY

It might rip ideas from *Zelda*, but that's hardly a bad thing...

ALTERNATIVE

The only thing that comes close to the quality shown by Ubisoft's adventure.

ZELDA: THE WIND WAKER

Reviewed: Issue 19

CUBE Rating: 9.5

2ND OPINION

SUMPTUOUS "Quite possibly one of the finest games ever. One of those games that when you see it on your shelf, you smile."

TIM

FINAL SCORE

9.4

IF YOU DON'T BUY BG&E, YOU'RE QUITE CLEARLY MENTAL



We could be heroes

LOVE TRIANGLE

FLOATING
HIGH

When you come across a fan, form a triangle and you'll float up into the sky like a multi-coloured kite. Other teams have their own variations of this manoeuvre.



Each character has their own colour, making it easy to see who's in the lead at a glance.



SONIC HEROES

CUBE

INFORMATION

SONIC HEROES

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

PRICE: £39.99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: X BLOCKS

STATS

■ PLAY AS FOUR TEAMS

■ 2 CHARACTERS

■ 14 LEVELS PER TEAM

■ FASTER THAN EVER



OUT NOW



OUT NOW



OUT NOW



"YOU DON'T FEEL THE SAME ASTONISHMENT LIKE YOU DID BACK IN 1999... SHAME"

Has SEGA's little blue mascot still got it?

EVERYONE LOVES

Sonic. From the old MegaDrive games to the fabulous Dreamcast launch title *Sonic Adventure* and the flaky sequel, Sonic has blessed us with some fine gaming moments over the years. During the GameCube era though, things haven't been so rosy. Iffy ports and well, that's all. While this new title may be visually similar to its younger brothers, here's hoping that the ability to play as different teams and swap characters while playing will add new depth to the aging platforming formula.

Sonic Adventure 2 was a bit dodgy with even more boring fetch quests getting in the way of the real action and the clunky camera causing more untimely deaths than was excusable. However, there were high hopes for this next instalment in the 3D Sonic series, but these have been all but dashed. For all the talk of *Sonic Heroes* going back to the series' roots and ditching the slow-paced sections that plagued *Sonic Adventure*, there isn't a lot to support this, and what has been done has merely made the formula a lot worse.

Take the level design, for instance. In *Sonic Adventure* these were usually interesting affairs, with big set pieces,

HOP TO IT! Come across one of these fellows and he'll call the rain, making flowers grow which can be useful for reaching previously unattainable heights.



↑ Collect the golden rings for a 1UP bonus and to avoid game-overs.

← Fly through these giant hoops and you'll pull off some shapes.

EGG-CITING GAMEPLAY

I'M THE BOSS RIGHT!

Once again you're fighting Eggman, and as usual the boss fights are enjoyable breaks from the platforming madness. As the 'fast' member of each team has a nice little homing attack (activated by tapping **A** after you've jumped) you have to concentrate more on avoiding the numerous enemies that Eggman drops and navigating the difficult terrain more than his aiming at any weak points. This is because where *Sonic Adventure* had you battling bosses in big rooms, *Sonic Heroes* has you running along at high speed – an enjoyable dynamic and perfectly suiting Sonic's style. So at least they got something right then.



↑ Tap the **A** button and Amy will home in on the nearest threat.

← Keeping up with Eggman is easy, but try to avoid the rampant robots.

lots of tricky platform sections and plenty of secrets to discover, all wrapped up in recognisable *Sonic* style. There was a real art in mastering them too. Now you've got much, much bigger levels but instead of expanding on Sonic's world, they feel like mere imitators. When you're running along a sandy strip with the ocean either side of you and two dolphins jump out, arching over Sonic, you don't feel astonishment like you did back in 1999, just blah. On one level the perspective changes and you're running towards the camera while being chased by a spiked wheel. Just like the famous Killer Whale section three years ago. It feels as though Sonic Team have taken a big list of what made the first game so memorable and ticked each item off, one by one. Out of the 14 main levels in *Sonic Heroes* there's barely a handful that stick out as even vaguely interesting, and that's only because you're thinking 'wow, this is just like that level in *Sonic 2*!'

So, the levels are boring, but at least it's *Sonic*! Fast-paced, and with the new ability to switch between three characters on the fly, lending a hint of strategy to the usual platforming, right? Right? Well, wrong, really. Indeed you can switch your leader, but more often than not this is pointless. Running around as Sonic is all well and good, but then you go through a yellow gate and come out controlling Tails. Fine, you think. Not five virtual yards later there's a huge wall with a whacking big sign with the legend 'FLY!'. So you fly up with Tails carrying his friends, and go through a purple gate, this time emerging with Knuckles in the lead. Now you'll hear Tails shout out 'Knuckles, you deal with this!' So you bash through a wall using your punch, walk through a blue gate and, you get the idea. This isn't limited to the first level either, it goes on throughout the whole single player game.



↑ Heart-warming. Robots have feelings too y'know!

→ Sonic might have cool hair, but Shadow has the nicer shoes.



TEAM PLAYER

CHOOSE WISELY

As you probably know, *Sonic Heroes* is based around the idea of controlling different teams, each having different advantages and disadvantages over each other. Of course it's obvious that all of the different attacks and moves are balanced out, and, in fact, the only deciding factor over which team you should pick first is their difficulty level. (Aside from Team Chaotix, whose levels are based around separate missions.) Amy Rose's team is set to Easy, with only half of each level having to be completed and simple enemy patterns to content with, Team Sonic are of Medium difficulty, and lastly you have Team Dark, who have a much tougher time. Unfortunately the levels still play out in the same way, no matter what team you pick.



WHAT'S GOING ON?: FMV sequences fill you in on the story. Each team's tale intertwines, creating a rich narrative tapestry. Or something.

"SONIC TEAM IS CAPABLE OF A LOT MORE"

SONIC KART

RACING AHEAD

At certain points in the game you'll be able to jump into a kart and race through a level. You don't get any bonus points, but it's an enjoyable sightseeing trip.



⬆ This whole level is made up of rails for you to grind. Cool!



My head's spinning!

⬆ Spin, spin sugar! The Casino levels are colourful and fun – just as Sonic should be!

CONTINUED

It's as if Sonic Team are too busy showing off with their clever level design and its possibilities than actually bothering to explore any of them. *Billy Hatcher* had exactly the same problem.

The two things that platform games rely on the most – level design and the degree of player interaction – are both massively flawed, and to add insult to injury the usual Sonic technical misgivings are all correct and present: good looking graphics, but prone to tearing and glitching. Questionable collision detection, the odd control issue and unpredictable battle mechanics. However, we have to give Sonic Team credit for the camera. For once it seems to be under your control rather than at the mercy of a virtual dice roll. But this doesn't stop the game from being the most awful bore.

It may sound as if we're having a go at *Sonic Heroes* unfairly, and it's not a bad game, but Sonic Team is capable

of a lot more. Their Saturn output was nothing short of outstanding. The Dreamcast's *Phantasy Star Online* and *Samba De Amigo* showed that they had diversity and incredible technical skills, and the original *Sonic Adventure*, while patchy in places, really showed off the Dreamcast's power and packed in some fantastic ideas. These days they're half the presence that they were, and it makes us sad. We keep hoping for a real Sonic Team GameCube title, but instead we keep taking delivery of sub-par titles that feel half completed. Like *Sonic Heroes*. The hardcore *Sonic* fans are already jumping at the opportunity to explore yet more of the speedy hedgehog's universe in 3D, and they'll appreciate the interweaving storylines, over-the-top voice acting and character additions. The rest of us will be sticking *Sonic Adventure 1* back in though, and daydreaming of what could have been.

GARY

GOTTA COLLECT 'EM ALL!

SPLIT-SCREEN FUN

If you get bored with the single player game then you can always mess around with the other modes. As expected there is a multiplayer option, but the twist here is that in order to open up more games, you have to win emblems which you get for completing levels. Having 120 of these to find means you'll have to go through each level several times in order to complete tasks, such as completing it within a set time limit, or collecting a specified amount of rings. As you can imagine, this will take a serious amount of time. As it is though, the multiplayer games aren't that great. They're enjoyable enough, but the framerate takes a huge hit and can lead to much frustration. The graphics are also scaled down to the extent that they could almost be (and in fact were by one poor office soul) mistaken for a Saturn game. Make of that what you will.

⬇ It all gets a bit choppy with two players.



CUBE VERDICT SONIC HEROES

⬇ UNINSPIRED STOP-START GAMEPLAY



VISUALS

Decent animation, solid looking levels and fancy tricks.



AUDIO

Once again, a screaming 80's soundtrack. Which we adore.



GAMEPLAY

Nothing striking. Pure, by-the-numbers 3D Sonic. Boo.



LIFESPAN

14 levels, 120 emblems to collect and multiplayer. It keeps on giving.



ORIGINALITY

Occasionally interesting, but more often than not dull and tired.

ALTERNATIVE

A half-decent port of the Dreamcast game. Patchy, but there's a lot in there.



SONIC ADVENTURE 2: BATTLE

Reviewed: Issue 6

CUBE Rating: 7.6

2ND OPINION

RINGS! "Looks nice in one player, but plays like a squashed hedgehog. And when you fall and die because of a glitch, you swear. A lot."

TIM

FINAL SCORE

7.0

SONIC FANS WILL LIKE IT, BUT WE KNOW THAT SONIC TEAM IS BETTER THAN THIS

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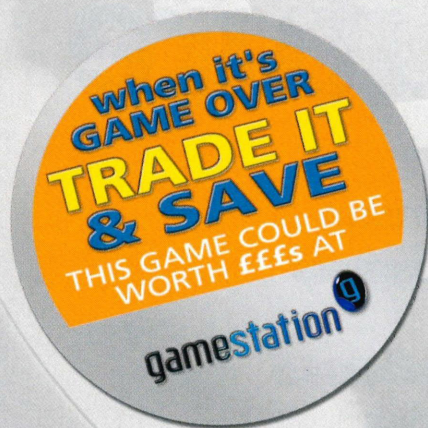
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TEXT CHAT
MESSAGES
FROM
50P*
YES
JUST
50P*

PHONE PREVIEW LINE
Listen to any tone listed
BEFORE you order
0906 782 9340

THE TONE OF THE WEEK
Franz Ferdinand - Take Me Out
(Mono) 146158 (Poly) 144194
CHECK PHONE COMPATIBILITY BELOW

A ORDER YOUR POLY RINGTONE BY
TEXT: ULTRATONE
+ ORDER CODE
+ PHONE MAKE & PHONE MODEL
TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS

B ORDER YOUR MONO RINGTONE BY
TEXT: ULTRATONE
+ ORDER CODE
TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS

C CAN'T FIND THE SONG YOU WANT THEN
TEXT: ULTRATONE
+ SONG TITLE
TO 80189
ONLY AVAILABLE ON NOKIA

D CAN'T FIND THE ARTIST YOU WANT THEN
TEXT: ULTRATONE
+ ARTIST NAME
TO 80189
ONLY AVAILABLE ON NOKIA

(A.e.g. If you want the Poly Airwolf Theme (108213) & you have a Nokia 7650 then Text: ULTRATONE 108213 Nokia 7650 THEN SEND YOUR TEXT TO: 80189

(B.e.g. If you want the Mono Airwolf Theme (100621) text ULTRATONE + 100621 to 80189 TEXT ORDER FROM S. IRELAND TEXT TO 57080 - YOU MUST LEAVE A SPACE BETWEEN EACH WORD & CODE

(C.e.g. If you want the Abba song WATERLOO text ULTRATONE WATERLOO to 80189

(D.e.g. If you want Tatu's latest record text ULTRATONE TATU to 80189

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100891	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Winnie the Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100408	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye of the Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108361
Hawaii 5 O	100690	108364
Godfather	100884	108294

ANTHEMS

Tone	Mono	Poly
Swing Low Sweet Chariot	125974	125984
God Save The Queen	125969	125979
Flower Of Scotland	125970	125980
Land Of My Fathers	125975	125985
World In Union	125977	125987

CHART TONES

Tone	Mono	Poly
DJ Sammy - Heaven	102511	107068
R.Miles - Children	100111	108251
Coldplay - Clocks	108122	125991
C.Aguilera - Fighter	116897	118082
D.J. Sammy - Sunlight	112694	102223
J.Timberlake - Rock...	108146	117264
S.Twain - Forever/Always	116898	119379
S.Paul - Get Busy	110980	117183
Busted - You Said No	112640	116166
M.Maffia - All Over	112595	116164
D.Sneddon - Don't Let Go	112695	116165
R.S + O.C. - Make Luv	111639	112589
50 Cent - In Da Club	110993	111140
DMX - X Gon' Give It To Ya	110338	116167
White Stripes - 7 Nation	116170	116168
Triple 8 - Knockout	112620	116169
Jr. Senior - Move Your Feet	110619	106226
K.Marsh - Cry	111639	112589
R.Williams - Come Undone	112605	115736
Madonna - American Life	112693	115735
G.Gates - Spirit	112124	111317
Mis-teq - Scandalous	111113	111685
Blur - Out of Time	115729	115734
D.Bfield - I Can't Read U	110537	115483
J.L&L Cool J - All I ...	110313	111138
D.Side - Speechless	112631	115737
Plummet - Damaged	115730	115738
D.Goodrem - Born to Try	110320	111139
Ready for Love - Elton	112732	121077

THIS WEEK'S TOP 20

Tone	Mono	Poly
1 Michelle - All This Time	146055	146056
2 Kelis - Milkshake	125508	125087
3 Franz Ferdinand - Take Me Out	146158	144194
4 M.Andrews + G.Jules - Mad World	144334	143339
5 Boogie Pimps - Somebody To Love	144376	117101
6 Ozzy and Kelly Osbourne - Changes	144029	126069
7 Sean Paul - I'm Still In Love...	144394	143734
8 2 Play - So Confused	146159	146160
9 Outkast-Hey Ya!	125601	126010
10 The Black Eyed Peas - Shut Up	143649	126726
11 Beyonce - Me, Myself & I	144417	144415
12 Will Young - Leave Right Now	126492	126075
13 Liberty X - Everybody Cries	144386	143728
14 V.Beckham - This Groove/Let Ur...	144384	144197
15 Him - The Funeral Of Hearts	146161	112677
16 Motorcycle - As The Rush Comes	144381	143726
17 Basement Jaxx - Good Luck	146054	143730
18 Ultraheat-Feeling Fine	144307	143456
19 Sugababes - Too Lost In You	144346	143349
20 Alistair Griffin - Bring It On	144545	143450

Tone	Mono	Poly
A Team	100682	600266
Airwolf	100621	108213
Annie's Song	102771	108836
A.Powers	101077	107793
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle of the Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverly Hills Cop	100104	108096
Blue Peter	101221	108187
Bob the Builder	100816	119447
Braveheart	101154	108859
Buffy	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Casablanca	101083	108471
Chariots of Fire	100628	108523
Charlie's Angels	100502	119451
Chet's Song	102688	110885
Chitty Bang Bang	100807	110883
Crouch Tiger Hidden	110026	119453
Dad's Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
Dawson's Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Dr No	100115	110801
Dr Who	100629	109127
Dukes of Hazard	102689	118336
EastEnders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100300	108319
Eye of the Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Frabble Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl of my Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	108148
Good/Bad/Ugly	100689	109256
Grade/Hill	101170	112302

Tone	Mono	Poly
Sesame Street	100082	109238
Sex and the City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snow White	101150	109014
Snowman	101241	118100
Spooks	102553	120614
Spiritman	100997	108355
Star Trek	101546	108317
Star Wars	100086	119450
Stargate & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108309
Trigler Happy	102693	119467
Wallace & Gromit	100850	109272
Where Eagles Dare	100893	118348
Winnie the Pooh	101253	107831
X-Files	101385	109022
Zip-A-Doo-Da	101174	109281

Tone	Mono	Poly
Forest - Land...	100750	108447
R'gers - Simply...	100802	120612
Singing The Blues	101101	120613
Shuff U - Agadoo	100004	115741
S'lon - When the...	100378	116256
Stand Up if U Hate	100941	108300
S'land - Daydream	100491	108938
The Liquidator	100680	120616
W'rom - The Lord...	110618	119052
W'ham - Forever...	100377	110852
Amazing Grace	108021	108832

NEW BRANDED JAVA GAMES

code	code	code
144155	144154	116138
EA SPORTS™ FIFA Football 2004	EA SPORTS™ Tiger Woods PGA TOUR 2004	XS Snowboarding
code	code	code
115524	115528	116137
Denki Blocks!	Quarantine	X-Change
code	code	code
115523	115527	110249
Badger Bash!	Picasso	Magnetron

Phone Compatibility: Polyphonic Ringtones: • Nokia: 3310 3510 3650 5100 6100 6610 6800 7210 7250 7650 • Samsung: 1100 1200 1250 1260 1270 1280 1290 1300 1310 1320 1330 1340 1350 1360 1370 1380 1390 1400 1410 1420 1430 1440 1450 1460 1470 1480 1490 1500 1510 1520 1530 1540 1550 1560 1570 1580 1590 1600 1610 1620 1630 1640 1650 1660 1670 1680 1690 1700 1710 1720 1730 1740 1750 1760 1770 1780 1790 1800 1810 1820 1830 1840 1850 1860 1870 1880 1890 1900 1910 1920 1930 1940 1950 1960 1970 1980 1990 2000 2010 2020 2030 2040 2050 2060 2070 2080 2090 2100 2110 2120 2130 2140 2150 2160 2170 2180 2190 2200 2210 2220 2230 2240 2250 2260 2270 2280 2290 2300 2310 2320 2330 2340 2350 2360 2370 2380 2390 2400 2410 2420 2430 2440 2450 2460 2470 2480 2490 2500 2510 2520 2530 2540 2550 2560 2570 2580 2590 2600 2610 2620 2630 2640 2650 2660 2670 2680 2690 2700 2710 2720 2730 2740 2750 2760 2770 2780 2790 2800 2810 2820 2830 2840 2850 2860 2870 2880 2890 2900 2910 2920 2930 2940 2950 2960 2970 2980 2990 3000 3010 3020 3030 3040 3050 3060 3070 3080 3090 3100 3110 3120 3130 3140 3150 3160 3170 3180 3190 3200 3210 3220 3230 3240 3250 3260 3270 3280 3290 3300 3310 3320 3330 3340 3350 3360 3370 3380 3390 3400 3410 3420 3430 3440 3450 3460 3470 3480 3490 3500 3510 3520 3530 3540 3550 3560 3570 3580 3590 3600 3610 3620 3630 3640 3650 3660 3670 3680 3690 3700 3710 3720 3730 3740 3750 3760 3770 3780 3790 3800 3810 3820 3830 3840 3850 3860 3870 3880 3890 3900 3910 3920 3930 3940 3950 3960 3970 3980 3990 4000 4010 4020 4030 4040 4050 4060 4070 4080 4090 4100 4110 4120 4130 4140 4150 4160 4170 4180 4190 4200 4210 4220 4230 4240 4250 4260 4270 4280 4290 4300 4310 4320 4330 4340 4350 4360 4370 4380 4390 4400 4410 4420 4430 4440 4450 4460 4470 4480 4490 4500 4510 4520 4530 4540 4550 4560 4570 4580 4590 4600 4610 4620 4630 4640 4650 4660 4670 4680 4690 4700 4710 4720 4730 4740 4750 4760 4770 4780 4790 4800 4810 4820 4830 4840 4850 4860 4870 4880 4890 4900 4910 4920 4930 4940 4950 4960 4970 4980 4990 5000 5010 5020 5030 5040 5050 5060 5070 5080 5090 5100 5110 5120 5130 5140 5150 5160 5170 5180 5190 5200 5210 5220 5230 5240 5250 5260 5270 5280 5290 5300 5310 5320 5330 5340 5350 5360 5370 5380 5390 5400 5410 5420 5430 5440 5450 5460 5470 5480 5490 5500 5510 5520 5530 5540 5550 5560 5570 5580 5590 5600 5610 5620 5630 5640 5650 5660 5670 5680 5690 5700 5710 5720 5730 5740 5750 5760 5770 5780 5790 5800 5810 5820 5830 5840 5850 5860 5870 5880 5890 5900 5910 5920 5930 5940 5950 5960 5970 5980 5990 6000 6010 6020 6030 6040 6050 6060 6070 6080 6090 6100 6110 6120 6130 6140 6150 6160 6170 6180 6190 6200 6210 6220 6230 6240 6250 6260 6270 6280 6290 6300 6310 6320 6330 6340 6350 6360 6370 6380 6390 6400 6410 6420 6430 6440 6450 6460 6470 6480 6490 6500 6510 6520 6530 6540 6550 6560 6570 6580 6590 6600 6610 6620 6630 6640 6650 6660 6670 6680 6690 6700 6710 6720 6730 6740 6750 6760 6770 6780 6790 6800 6810 6820 6830 6840 6850 6860 6870 6880 6890 6900 6910 6920 6930 6940 6950 6960 6970 6980 6990 7000 7010 7020 7030 7040 7050 7060 7070 7080 7090 7100 7110 7120 7130 7140 7150 7160 7170 7180 7190 7200 7210 7220 7230 7240 7250 7260 7270 7280 7290 7300 7310 7320 7330 7340 7350 7360 7370 7380 7390 7400 7410 7420 7430 7440 7450 7460 7470 7480 7490 7500 7510 7520 7530 7540 7550 7560 7570 7580 7590 7600 7610 7620 7630 7640 7650 7660 7670 7680 7690 7700 7710 7720 7730 7740 7750 7760 7770 7780 7790 7800 7810 7820 7830 7840 7850 7860 7870 7880 7890 7900 7910 7920 7930 7940 7950 7960 7970 7980 7990 8000 8010 8020 8030 8040 8050 8060 8070 8080 8090 8100 8110 8120 8130 8140 8150 8160 8170 8180 8190 8200 8210 8220 8230 8240 8250 8260 8270 8280 8290 8300 8310 8320 8330 8340 8350 8360 8370 8380 8390 8400 8410 8420 8430 8440 8450 8460 8470 8480 8490 8500 8510 8520 8530 8540 8550 8560 8570 8580 8590 8600 8610 8620 8630 8640 8650 8660 8670 8680 8690 8700 8710 8720 8730 8740 8750 8760 8770 8780 8790 8800 8810 8820 8830 8840 8850 8860 8870 8880 8890 8900 8910 8920 8930 8940 8950 8960 89

www.CheapTones.com, Box 220, M27 OWR. Calls to the Order Line are charged at just 60p / min. (Ireland 126.91 / min). Call from a landline - charges may be more from a mobile. *Text orders cost €3 (games cost €4.50). Text orders other than Nokia add manufacturer to end of text message, e.g. "cube 3078 sagem". For the Help Line / Compatibility - call 0871 750 3970. Fax-Back Service 0871 750 3974. Alcatel pictures, operator logos & mono ringtones: 511,512,525,715. Motorola mono ringtones: T192,T193,T250,T260,V100,V50,V8088. Motorola poly ringtones: A830,C330,C333,C336,C350,T720. Nokia pictures, operator logos, poly & mono ringtones: 3300,3510,3510i,3650,510,600,6600,6610,6800,7210,7250,7650. Nokia pictures, operator logos & mono ringtones: 3210,3310,3310i,3410,3210,5510,3210,6250,6310,6310i,6510,8210,8250,8310,8850,8890,9210. Nokia operator logos & mono ringtones: 6110,6110,6150,7110,8810,8910,9110,9210,nk402. Nokia operator logos only: 5110,5110,nk402. Nokia mono ringtones only: 6030,8110,9000i,nk503. Panasonic poly ringtones only: GD67,GD75,GD87,GD88,GD95,GD96. Sagem mono ringtones only: most models - check web site for details. Samsung pictures & mono ringtones: N500,R210,T108. Samsung pictures & poly ringtones: N600,N620,N625,N628,S105,S300,T100,T208,T400,V100,V200,V205. Samsung poly ringtones only: A800,S100. Samsung mono ringtones only: N100,N300. Sendo mono ringtones only: J520,J320,P200,P220,S200,S220. Sharp poly ringtones only: GX-10. Siemens pictures, operator logos, poly & mono ringtones: A55,C65,M55,S55,SL55. Siemens pictures, operator logos & mono ringtones: A50,C45,CL50,M50,M55,MT45,MT50,S45,SL45. Sony Ericsson poly ringtones only: P800,T300,T310. Trium mono ringtones only: 110,Eclipse,Mystral,Odyssey. Motorola backgrounds: T720. Nokia backgrounds: 3100,3200,3300,3510i,3650,3660,510,610,610i,6110,6220,6600,6610,6650,6800,6810,6820,7210,7250,7520,7600,7650,8910,8900,N-Gage. Panasonic backgrounds: GD87,GU87. Samsung backgrounds: S105,V200,V205. Siemens backgrounds: S55. Sony Ericsson backgrounds: P800,T300,T310,T610,T618i. Animated Screensavers: Nokia 3330,3410,3210,5510.

CUBE

ISSUE TWENTY-NINE



More challenges, your letters, the forums... it can only be the **CUBE** Network!

YOUR LETTERS

VIEWPOINT

94 More of your thoughts on **CUBE**, Nintendo and the world of games in general.



FORUM FRENZY

96 Welcome to the best bit of the whole internet. Meet, greet and chat. Happy day!

READER REVIEWS

97 Share your thoughts on CC games right here and win a memory card. Let's 'ave 'em.

CHEATING MONKEYS

102 The monkeys are in the doghouse. This month they broke out of their cage, raided the refreshments tent and ate all the teabags. Grrr.



BEAT THE WORLD

98 This is the place to be if you're serious about gaming. See how you compare with the best gamers out there and if you're good enough you might even grab yourself some free loot!

ADVANCE

116 *Sonic Battle* gets dissed this month but you can enjoy the more colourful delights of *Astroboy* and the tyre-ripping action in *Need For Speed: Underground*.

DIRECTORY

121 To celebrate the release of *Conflict Desert Storm II* SCI have come up with some seriously nifty goodies to give away. Proper military issue night-vision goggles anyone?

REGULARS

GUIDES

The Sims BUSTIN' OUT

BEAT THE WORLD
Think you can beat us? You've got two hopes: Bob Hope and no hope, and Bob's dead
96

SUBS & BACK ISSUES
Missed a copy? Shame on you! Better check these pages, then...
126 & 128

106 Having trouble getting your little computer people to behave themselves? Take a peak at our expert guide and you'll have them living right in no time!

CONTENTS

Viewpoint	94
Forum Frenzy	96
Reader Reviews	97
Beat The World	98
Cheating Monkeys	102
Cheating Monkeys Action Replay	104
GUIDES & SOLUTIONS	
The Sims: Bustin' Out	106
ADVANCE	
Sonic Battle	116
Need For Speed: Underground	116
Astroboy	117
THE REST	
Directory	118
Compo	121
Horizon	122
Back Issues	126
Subscriptions	128
The back page	130

CUBE

ISSUE TWENTY NINE

VIEWPOINT

IF YOU SEND THEM, THEY WILL COME. THAT'S THE MAGIC OF THE POSTAL SERVICE IN THE 21ST CENTURY. QUITE LITERALLY - SHAZAM!

There's an antipodean flavour to the letters this month. It's just like being in *Neighbours*, or something!

GET IN TOUCH

You've got no excuse not to get in touch with **CUBE**. We're always waiting to hear from you, because we love you!



EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk



LETTER

CUBE, Highbury - Paragon Road, Boumemouth, BH1 2JL



SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.



PHONE

Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209342.



FAX

Or you can send your letter to us by fax on 01202 299955.

RANT ON!

TIME WASTER

THIS IS MY first time that I have written to any magazine in my life, but I think I have good reason to do so. I have, for eight years now, been an avid PSone and PS2 gamer. At the time of the PSone launch the whole 3D concept was better implemented by Sony than any of the other competitors and seeing as this was a change from the normal 2D games there was a huge hype around it all. I bought it and had many years of fun with it as I think the industry needed it at the time. When the PS2 came out it was over-hyped, but this time around there was nothing new that the PS2 was doing that the PSone could not do besides the graphics being updated for the new generation.

I have now bought myself a GameCube (seeing that the console cost next to nothing... and that my beloved *Resi* franchise left the PS2). I bought it six months ago and since have realised what I have done for

eight years... I have wasted my gaming time! (There was the odd good game like *MGS2* and *GTA: VC* but all the other games were all the same thing with improved graphics). So far I have bought the following: *Zelda: TWW*, *Resident Evil Zero*, *Super Smash Brothers Melee*, *Mario Kart: DD*, *Pac-Man World 2* and *F Zero: GX*, I have also played *Eternal Darkness*, *Metroid Prime*, *Wave Race*, *Pikmin*, *Mario Party* and *Mario Sunshine*. My PS2 is now collecting dust as the GameCube took over from the word go.

The bottom line is this - after about one year of PS2 gaming I felt like there was something missing that used to be there years ago (I have been playing games since the Atari days). Nintendo does one thing no other company in the world does or could ever do and that is to make fun games. Since I bought the GameCube four of my friends have bought one (and they weren't even into games).

If you are a PS2 or Xbox gamer (I feel sorry for you if you are an Xbox gamer) reading this magazine ask yourself this question: when last, since the 8-bit days, did you have so much fun with a game that you could not wait to get home from work/school just to continue the game? Yes, the GameCube does that to you and if you don't get your hands on one you will be kicking yourself. I missed out on the N64 days and feel like kicking myself as I was far too busy wasting my time. D'oh!

DAVID VENTER, SOUTH AFRICA

CUBE: You can't say that no other company makes fun games, but we reckon you made the right choice.

OFF AND ONLINE

FIRST OF ALL I just want to say I love **CUBE** and I know you'll hate me for this letter but it's a fact. I was recently on a gaming website and a vote asked me

SPANNER

How do you enter the cheat code for *1080° Avalanche*? There's nowhere to enter it.

CUBE: Last issue's Code Junkies? The Action Replay codes? Catching on now? Eejit.

CAN I GET A REWIND?

I'D LIKE TO say you guys are doing a great job writing the mag. I've tried mags like *NGC* and *NOM* and I didn't like them. They just have loads of reviews but they're not as good as yours I think. But I don't get one thing. Every GC mag I've read has given *The Wind Waker* at least nine out of ten. I got it during the summer and I really couldn't see what the fuss was about. It just seemed like every other *Zelda* game but with cel-shading. I played through a few of the dungeons before getting completely bored with it, and as soon as *F-Zero GX* came out it was sent back to Game Station for £15. I found the puzzles irritating, the sailing dull and the combat wasn't nearly as intense as other games (apart from the boss battles which were quite good). I know there are others who feel the same way as me. Anyway, rant over. I'm looking forward mainly to *Tales Of Symphonia* and *Metroid Prime 2* this year. Keep up with the good work and for God's sake get Chandra a haircut.

YUMA MURATA

CUBE: Each to their own. Oh, and Chandra says: "Bo>Selecta!"



MORE AUSSIES

➔ **DOES EUROPE GET** ripped off as much as we do over here in Australia? Over here I haven't seen a single copy of *Skies Of Arcadia* or *XGRA*, and I didn't know about the Panasonic Q until I read your mag. Also, over here the GC is underrated, whenever somebody asks what game system you have, and you reply with 'a GameCube' they always say: "Why the hell did you get that? They suck!" Also, if you walk into any game retailer, you'll always find all the GC games and accessories up at the back. Does this happen in Europe? Is GC underrated? Please publish my question because I'd hate to think that we always get ripped off the most over here.

JAKE OSBORNE, AUSTRALIA

CUBE: *We're in the same boat over here. We don't let it get us down though, because deep down we know we're in the right.*

would I play online on a games console. I replied 'no'. It then showed me the results so far on the voting and 62% agreed with me. All the magazines go on about online play but I am telling you now it will NEVER happen because not enough people are bothered about it. Think about all that connection crap and monthly bills. 70% of people who play games are the kids and unless their mummies and dads are gonna pay for it they ain't going online. Online gaming is for PC use ONLY because it's a one player machine. Don't get me wrong it would be great to play Mario Kart online, but unfortunately I don't think it will ever take off.

MARK CHART, KENT

CUBE: *This is why Nintendo hasn't been pushing the online capacity of the GameCube. Once there's an infrastructure in place to make it work easily and cheaply it may happen, but Nintendo has stated it wants to make games that everyone can play, not just a niche group. One day online will be mass market, but it's way off yet.*

ADVANCE STATION

➔ **I HAVE SOME** questions I need answered:

1. Do you need access to broadband internet to be able to play using LAN games like *Mario Kart: DD* Or can you just join the consoles up? Its been bugging me for weeks.
2. When will *Metal Gear Solid: The Twin Snakes* be released in England?
3. Why does Nintendo have 32-bit graphics for the Game Boy: Advanced when they can't fit that amount of memory in the cartridges? There seems little point in spending so much money on the

development of the hand held console when its power is being restricted by cartridges.

When I saw that the GBA had 32-bit graphics, I was expecting something near to PSone type graphics. If it can have PSone graphics, why aren't Nintendo pushing the power of the GBA to the limits?

I'm sorry if this email seems to be aggressive or hostile in any way, but I'm worried for Nintendo's popularity. Everyone I ask says that they have never heard of the GameCube.

SAM PALMER, SWINDON

CUBE: *1. No you don't. Check out our You What feature on LAN gaming in Issue 27.
2. Start of April.
3. Remember the PlayStation is packed with custom graphics chips. The 32-bit simply refers to the processor and means it's capable of processing 32-bits of information every clock cycle. If that makes any sense to ya.*

AUSSIE CHEATS

➔ **AS A GAMECUBE** fan your magazine is now the only magazine dedicated solely for the GameCube. As the Australian edition is no longer printed I would like to know if the cheat discs work with the Australian GameCubes and is the Action Replay cheat code system compatible with Australian GameCubes?

PETER GREENHAM, AUSTRALIA

CUBE: *The disc should work fine in Oz as far as we know.*

WIND BENEATH MY CUBE

➔ **I WANT TO** say firstly that *The Wind Waker* is a great game that people should buy. Who was that person in issue 25 who wrote that *Wind Waker* review? He just based it on the graphics mainly and saying that it lets everyone down when it does not. I go on the internet and find all good stuff about the game. Anyway I just get a bit annoyed at that kind of stuff sometimes. I am wondering what the *Zelda Collector's Edition* is like. Is it worth having? And could you please expand the Advance section as it is way too small. Well got to go and play GameCube now. Keep up the good work.

ALEX, VIA EMAIL

CUBE: *Anyone who dismisses Wind Waker on the basis of the graphics is missing the point entirely. If you're a Zelda fan and feel the need to play through some of the older games again then the Collector's Edition is brilliant. More of this sort of thing please, Nintendo.*

LET'S TALK ABOUT THAT

We want your text!

- ➔ **IS THERE A FOOTIE MANAGEMENT GAME COMING ONTO GAMECUBE?**
CUBE: None on the radar.
- ➔ **ARE THERE ANY CHEATS TO UNLOCK ALL THE MISSIONS IN REBEL STRIKE?**
CUBE: Nope.
- ➔ **DOES DAVE EVERY EAT OR SLEEP?**
CUBE: We suspect not.
- ➔ **IS THERE GOING TO BE A MEGAMAN ZERO GAME FOR GAMECUBE?**
CUBE: Nope but there is a Megaman Anniversary Collection coming soon.
- ➔ **WAARDYVA MEAN SHADOW SPEAKS HIGHLY OF ME? PS THE GUY WHO SAID YOU REVIEWED GAUNTLET WRONG IS RIGHT**
CUBE: Cheque please.
- ➔ **HELLO, JUST WONDERING IF YOU'VE GOT ANY JOBS GOING AT YOUR PLACE?**
CUBE: We could do with another cheating monkey if you know any.
- ➔ **DIDDY KONG CHEATS IN MARIO KART. SOMEONE SHOOT THAT MONKEY!**
CUBE: We did but he just won't die!
- ➔ **HI DO YOU HAVE A RELEASE DATE FOR THE YU-GI-OH GAMES ON THE ADVANCE AND CUBE?**
CUBE: Nothing at the moment.
- ➔ **HEY, DO YOU LIKE BUSTED? THEY SUCK.**
CUBE: Gary says that it is in fact you who sucks.

ADULT CONTENT SMELL MY CHEESE

➔ **I JUST GOT** the magazine and your views are very honest and the disks are excellent. A week ago I got a GameCube to go with my Xbox, and 14 games later I am very impressed with the quality of games (*Pikmin* and *Zelda* are amazing). It is disappointing regarding Nintendo's third party support, but the first party is so good. I just wish Nintendo could use their talents in more adult content titles.

With regards to making games more simplistic. This is a step backwards, doing this would alienate adult gamers. One of the best things about Nintendo are games like *Zelda* and *Metroid*.

2004 looks like a great year, lets just hope that Silicon Knights will show *Eternal Darkness 2*. *Geist* sounds interesting and *Metroid 2* will be great.

Lets hope Nintendo can get some PC developers onboard and get some FPS, racing and strategy on the go. *Mario Kart* is fun, but we need a GameCube *GT/PCR* alternative.

ANTONY, ESSEX

CUBE: *The quality of Nintendo's products has never been in doubt. If only everything else was up to the same standard!*



CUBE

ISSUE TWENTY NINE

FORUM FRENZY



Whenever work is getting us down, we don't hesitate in pointing our browsers at TGN. It's the perfect time-waster.

Are you up for the challenge of making sense of it all?

TOPIC: BANDS IN VIDEO GAMES – MATCH MADE IN HEAVEN

Author: The dot
After playing a lot of EA's EA BIG titles recently, I've grown accustomed to having licensed musicians play tracks for my games, and having their songs announced by a little box in the corner. Hearing bands like Placebo, Black-Eyed Peas, Finer 11 and Nelly are great fun mid-slope bashing, or after executing a good slam-dunk. It just seems like, well, more fun, actually. 'Background music' is nice, but I'm sure this is the perfect way to push the musical envelope in the gaming business. Celebrity voice-casting already seems to be underway too (007: EON, Kingdom Hearts, XIII).

Oh, what a nice world we live in, right?

Author: Games Maestro
I like knowing it, but with made up music for RPGs and stuff, it can be better suited, as you just killed Seymour in FFX and then you hear Nelly? - yeah right!

Author: Android18a
It's all well and good for 'Extreme Sports' games, and James Bond games always benefit from having a proper Bond theme written just for the game - it really makes you feel like it's a brand new movie.

If a band or singer MUST perform on a game, though, it should be an original theme written for the game. *Final Fantasy* is a good example, where the vocal song is actually based off other music in the game.

Sonic Adventure 2 also has some great music, who can say that the City Escape level doesn't have them singing along every single time you time trial the level?

Author: Flange
I can honestly say that I would rather have every one of my hairs removed slowly with tweezers, soaked in oil and rolled through a bed of hot coals before being thrown off a bridge into the waiting arms of a catholic priest wearing a jock strap, than have to listen to that appalling excuse for sound that extrudes from that foul digital extravaganza that seems to excite the youth in such a manner I find quite disturbing.

CUBE: Well, quite. *Sonic Adventure's* music has always been... questionable, but then it wouldn't quite be the same without it! Drum & Bass goes well with *Tetris*. Try it!

TOPIC: BOSSES?!

Author: Dark Ganon
Tell me yours...
Best: Liquid or Ganon.
Worst: Bowser (*Mario64*).
Hardest: Bio-Electric Anemone: Barinade (I think that's it).
Easiest: Shadow (SA2B).

Author: Android18a
Best: Ganon from the end of *Zelda: OOT* - very epic, yet not too hard! Perfect!
Worst: The Gigas battles from *Skies Of Arcadia*. Either too hard (before you get the Delphinus) or too easy (after you get the Delphinus).
Hardest: Anything from *Metroid Prime*... I CAN'T BEAT IT!
Easiest: Big Poe in the shadow temple - *Wind Waker*.

Author: Majora
Best: *Metroid Prime* Thardus Boss (I forget his name).
Worst: Bowser (*Mario Sunshine*).
Hardest: Grunty (BK)/Gyorg (MM).
Easiest: Bowser (*Mario Sunshine*).

Author: jayseven
Best: One of the cool looking bosses from *Metroid*, like Omega Pirate or Meta Ridley.
Worst: Bongo Bongo from *OOT*.
Hardest: That donkey-headed knight thing in the castle on *Zelda 2*... yes the first boss you come across on that game, and I still can't do it.
Easiest: The end boss from *Pikmin*, what was all the fuss about?

Author: Apone
Best: It's gotta be Ganon, pure evil.
Worst: Bowser from *Super Mario Sunshine*.
Hardest: Thardus, I would say *Metroid Prime* but I had my first go at defeating it and I got it down to 1/3 health and I wasn't trying.
Easiest: The water temple boss from *Ocarina Of Time*.

CUBE: Hard question. We can't say what our worst, best or easiest are, but trying to kill the fourth boss on *Ikaruga* without being hit has to rank as one of the most difficult...

TOPIC: WIN £1

Author: Zilon
I will mail £1 to the person who makes the 200th reply to this thread.
Edit: As long as you live in England...

Author: The Baker
I have a feeling that this could take a long, long time

Author: jayseven
I think the 200th replier should get a tin of Spam, not a quid!

CUBE: Just a small taste of the fun that can be had on TGN. At the time of writing, this thread had only received a paltry 46 replies...

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself - if you haven't already, getting in on the action couldn't be simpler...

STEP ONE:

Get yourself online. It's fairly simple - most PCs and Macs these days are Internet capable, whether they're at school, college or in the library. Tempted to surf the Web at work? Check carefully what your company's Internet policy is first - it might be a better idea to go to an Internet café. If you're very lucky, you might be one of those people who have a computer at home.

STEP TWO:

Type the following into the Net browser window:
www.totalgames.net then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register - you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple - heck, even the CUBE team managed to register first time, and if you're unlucky, you'll get a chance to speak to us there!

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

Jotting down the names of: TimCUBE because he has the power; Kidderz for holding the SEGA flag high; Nitric for saying stuff that we couldn't possibly print in a family mag like CUBE; GameCube Cuber for giving us an excuse to wear sunglasses while indoors; Cubedguy for having no taste and KiyuriMiro3 for wearing a hat.

READER REVIEWS

You should know it by now: send us a 130 word review, and if it gets printed here you'll receive a JOYTECH memory card. Can't say fairer than that. PLEASE remember to include your postal address.



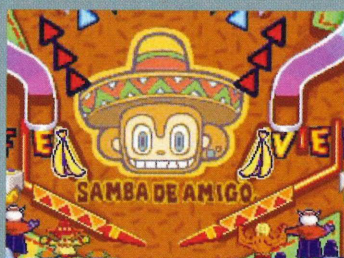
THE WORDS WHAT YOU WROTE

SONIC PINBALL PARTY

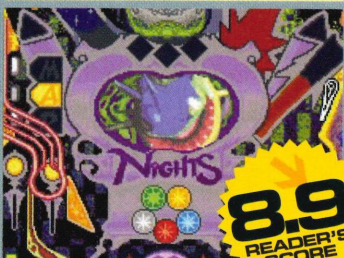
PUBLISHER: SEGA
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 22
CUBE RATING: 7.5

SONIC IS BACK, with *NIGHTS* and *Samba De Amigo*. There's a story mode where you go against opponents, although by this you just beat scores, not bosses. Like the previous *Sonic* games on GBA, it's got a tiny Chao garden, although it's got a new puzzle like mini game. Nothing special, but fun all the same. The multiplayer is great; there are three games to play, Hot potato, Ladder Climb & Hockey. Best of all, its single pak! The arcade mode is just playing the tables, although there are only three of them. No big deal, although a *Chu Chu Rocket* and *Phantasy Star* table would have been nice. Last of all, *Casinopolis* is a place to spend your rings. The only problem I had was that the ball feels a little light. So this game has a lot to offer and will last you for ages.

JAZZEM, VIA EMAIL



Pick where you think the light will stop.



8.9
READER'S
SCORE

F-ZERO GX

PUBLISHER: NINTENDO
DEVELOPER: SEGA
ISSUE REVIEWED: 23
CUBE RATING: 9.4

I'VE ALWAYS LOVED *F-Zero X*, but only *F-Zero GX* could truly quench my thirst for speed in ways I couldn't imagine. The graphics are amazing, the speed and loops make my head spin in awe and attacking the other contenders is great. There's no better feeling than going in a narrow track and watching 3 ships bounce on each side six times and knowing you did it. The tracks are incredible, with graphics that rival and surpass *SFA*, *Resident Evil 0* and *Rebel Strike*. The sounds are great, the music being a mix of techno-rock, but don't let that put you off; it fits in perfectly with the sound effects. This game is fun, very challenging and fit to replace *Metroid Prime* as the number one needed GameCube game

CHARLIE ROGERS, AUSTRALIA



9.7
READER'S
SCORE

MARIO KART: DOUBLE DASH!!

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 26
CUBE RATING: 9.4

HAVING MISSED OUT on the experience of the SNES version of *Mario Kart*, but having enjoyed the challenge of the GBA version, the arrival of *MK: DD* proved to be a little disappointing. The single player mode races still feel heavily scripted, though there's a load of stuff to unlock to keep you playing. Multiplayer is where the fun is at, even on the oddly limiting LAN link, and pretty much saves the game from mediocrity. Still lots of fun, still wonderfully accessible, *MK: DD* looks and sounds wonderful, but a GameCube equivalent of the GBA *Mario Kart* would have been a better racer.

IAIN LOWSON, YORKSHIRE



8.5
READER'S
SCORE

CUBE

Highbury Entertainment Ltd, Paragon House
St Peter's Road, Bournemouth Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site: www.paragon.co.uk

CUSTOMER SERVICES

If you have a query regarding a subscription please contact the subscription hotline on **0870 444 8682** or e-mail cube@csbubs.co.uk. For all other queries including missing covermounts, please contact our Customer Services Department on **01202 200200** or e-mail subs@paragon.co.uk.

MAGAZINE TEAM

Editor: **Miles Guttery**
miles@paragon.co.uk

Group Editor: **Simon Phillips**
lips@paragon.co.uk

Managing Editor: **Nick Roberts**

Deputy Editor: **Chandra Nair**
chandra@paragon.co.uk

Senior Staff Writer: **Gary Adams**
gary@paragon.co.uk

Group Art Editor: **Nick Trent**

Art Director: **Stephanie Peat**

Assistant Designer: **Andrew Mountain**

Sub Editor: **Tim Empey**

Contributors: **Rick Porter, Simon Griffin, Luke Albiges, Tim Empey, David Jenkins, Andy Hartup, Will Johnston, Martin Mathers, Darren Jones**

ADVERTISING

Advertising Manager: **Felicity Mead**
01202 200224 felicity@paragon.co.uk
Display Sales Executive

Andrea Gamson
01202 200222 andrea@paragon.co.uk
Classified Sales Executive

Mark MacLean
01202 200308 markmac@paragon.co.uk

Senior Copy Controller: **Jo Spick**
Copy Controllers: **Judith Barton, Lorraine Troughton**

PRODUCTION & DISTRIBUTION

Production Manager: **Dave Osborne**
Bureau Manager: **Chris Rees**
Scanning/Prepress: **Wesley Neil**
Circulation Manager: **Tim Harris**
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING

CUBE is available for licensing overseas.
For details, please contact
International Manager: **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: +44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS

Editorial Director: **Damian Butt**
Production Director: **Jane Hawkins**
Circulation & Marketing Director: **Kevin Pettley**
Advertising Director: **Peter Cleall**
Art Director: **Mark Kendrick**
Finance Director: **Steven Boyd**
Managing Director: **Mark Simpson**

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BEAT THE WORLD



ISSUE TWENTY NINE

RECORD BREAKER

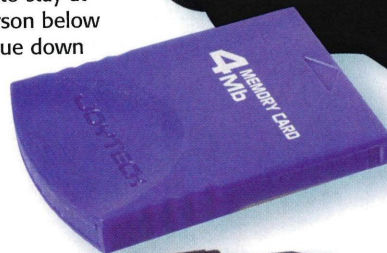
We like a bit of competition, and judging from the amount of entries we keep receiving, so do you! Carry on entering, as there's always somebody out there who's better than you...



APPARENTLY OUR SKILLS aren't as hot as we first thought. We've had letters and emails criticising our abilities, but curiously, not nearly as many entries as you'd think. Seems you readers are all talk and no trousers! So come on – bring it on, and let's see what you've got...

HERE'S THE BUREAUCRACY, CONCENTRATE:

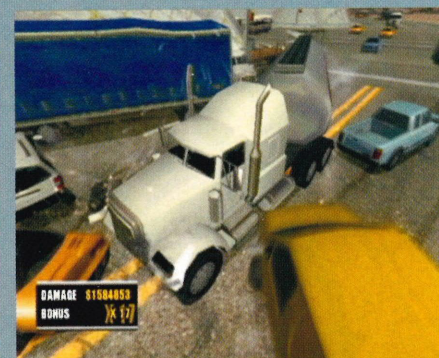
- Each person is limited to three entries per table
- If we even suspect you've been using any cheats you'll be instantly disqualified.
- You can only win one prize per table every six months. If some gaming legend manages to stay at the top of the league each month, the person below them will be given a prize. This will continue down the table if necessary. So even if you never beat the top scores with your puny 'skills', it's worth sending in your times/scores anyway. Come and have a go if you think you're 'ard enough, etc...



BURNOUT 2 - COASTAL RUSH

All it takes is a bit of time and Alan Welch will be knocked from the top spot. So anybody out there with time on your hands, why don't you claim your position as the master?

POSITION	NAME	SCORE
1	Alan Welch	158,374,784
2	Alan Welch	89,587,648
3	Alan Welch	79,921,144
4	Dave Every	72,209,408
5	Dave Every	65,711,444
6	Dave Every	62,496,488
7	Scott Dabell	59,840,960
8	Daniel Ledgerwood	47,256,344
9	Daniel Ledgerwood	45,528,532
10	Tim Empey	44,915,304
11	Tim Empey	40,881,840
12	Matt Huddy	30,106,968
13	Gary Adams	24,297,016
14	Gary Adams	22,852,716
15	Gary Adams	22,441,068



This month **CUBE** has been brought to you by the number seven and the letter B...

WHAT A PICTURE

WHAT A PICTURE



⬆ You need to take a picture see, otherwise we won't believe your scores. It's a shame, but that's how the world is.

Right, so you've played like a madman and finally managed to beat one of our challenges – so what do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. If you're going to be adventurous and record a video, please be warned that we can't return any tapes sent to us. Those of you sticking to regular photography though might want a few tips on how to snap the perfect piccie...

- Turn off all the lights in your room so that you reduce the chance of light reflection on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up on.
- Switch off the flash on your camera – the light from the TV will be more than enough to illuminate the picture, and besides, the last thing you want is to have your photo ruined by flashing out the screen.
- Take several pictures, in case your first few turn out to be duds. No picture means no prize... remember that! Be warned – photos sent by email are NOT acceptable,

as they can be doctored in any bog-standard paint program. People who use cheats or NTSC copies of games to get a better score (unless you're entering the import challenge, of course) will also be scorned and most likely ridiculed within these very pages. Finally, please note that we will NOT be able to send back anything that you send in as proof of your score – those of you who've been asking us for videotapes back or even sent in the only memory card you own, please take note of this rather important point.

YOU'VE GOTTA BE IN IT TO WIN IT!

Once you've beaten any of our challenges and got your proof, you'll need to send it along to us - no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS

BURNOUT 2 - AIRPORT TERMINAL 3

Vroom! Errrrr! Crumple! AARGH! Messed it up again. And again. This is one annoying challenge where one mistake costs so dearly. Didn't bother Scott though.

POSITION	NAME	SCORE
1	Scott Dabell	0.31.179
2	Nick Gallagher	0.33.050
3	Nick Gallagher	0.33.066
4	Nick Gallagher	0.33.100
5	Gary Adams	0.36.199
6	Will Johnston	0.36.259
7	Byron Wilkinson	0.36.548
8	Tim Empey	0.37.760
9	Tim Empey	0.37.811
10	Chandra Nair	0.37.958
11	Gary Adams	0.38.032
12	Tim Empey	0.38.159
13	Chandra Nair	0.38.200
14	Chandra Nair	0.38.512
15	Will Johnston	0.38.625



⬆ Also this month Tim managed to steal Gary's lunch right from under his nose.

TONY HAWK'S PRO SKATER 4

Oh come on now. Nobody's even threatened our lowest score – and that's the poorest example of virtual skateboarding ever. Crikey!

POSITION	NAME	SCORE
1	Luke Albiges	2,188073
2	Luke Albiges	1,963430
3	Luke Albiges	1,323505
4	Tim Empey	1,011687
5	Byron Wilkinson	1,000124
6	Byron Wilkinson	800,987
7	Tim Empey	468,395
8	Tim Empey	364,702
9	Miles Guttery	214,323
10	Byron Wilkinson	140,540
11	Gary Adams	90,235
12	Miles Guttery	88,169
13	Gary Adams	86,893
14	Gary Adams	78,429
15	Miles Guttery	18,685



⬆ This has started a war of inhumane suffering and sadness, especially for Gary's mother.

F-ZERO GX CHALLENGE CHAPTER 9

It must be possible to shave Jack Ayres' time down to 2'18 seconds. He's beating everybody else down with a big pointy stick. Grab it off of him and put him in his place.

POSITION	NAME	SCORE
1	Jack Ayres	2'19"823
2	Dave Every	2'22"810
3	Davy Parks	2'24"189
4	Chandra Nair	2'24"314
5	Chandra Nair	2'27"495
6	Miles Guttery	2'27"517
7	Chandra Nair	2'28"340
8	Byron Wilkinson	2'28"457
9	Gary Adams	2'28"624
10	Gary Adams	2'29"011
11	Byron Wilkinson	2'30"847
12	Tim Empey	2'31"309
13	Gary Adams	2'35"342
14	Miles Guttery	2'36"098
15	Tim Empey	2'37"598



⬆ See, she makes his sandwiches for his lunch, she even came into work one day...

BEAT THE WORLD

RECORD BREAKER



F-ZERO GX SAND OCEAN DIAMOND CUP

Nobody's even close to showing Arif Saddiq how to really play F-Zero GX. We would do it but by the time we get home we can't even see, let alone play games.

POSITION	NAME	SCORE
1	Arif Saddiq	2"05"928
2	Arif Saddiq	2"06"655
3	Arif Saddiq	2"07"267
4	Dave Every	2"08"056
5	Dave Every	2"08"746
6	Dave Every	2"11"766
7	Jack Ayres	2"15"368
8	Jack Ayres	2"17"814
9	Jack Ayres	2"18"418
10	Charlie Duboc	2"18"417
11	Sean Barker	2"18"692
12	Sean Barker	2"19"338
13	Charlie Duboc	2"19"349
14	Sean Barker	2"19"392
15	Charlie Duboc	2"20"244



... when Gary forgot his turkey sandwich, this caused untold embarrassment for him.

SSX3 R&B SLOPE STYLE

Finally, Somebody takes down the MP3. But look... the top scorer is called Tim too. This is unacceptable. Grab your boards and get rad, dudes.

POSITION	NAME	SCORE
1	Tim Osborne	90950
2	Tim Empey	87489
3	Tim Empey	86530
4	Miles Guttery	76639
5	Tim Empey	74080
6	Miles Guttery	62520
7	Gary Adams	56105
8	Gary Adams	54608
9	Byron Wilkinson	50805
10	Matt Hoddy	47894
11	Chandra Nair	47009
12	Miles Guttery	45978
13	Matt Hoddy	40708
14	Byron Wilkinson	39785
15	Byron Wilkinson	26700



But at a recent PR lunch both Gary and Tim ordered burger and chips and after waiting...

SUPER MARIO KART DOUBLE DASH!! BABY PARK TT

Baby Park is the easiest course in Mario Kart and so everybody wants a piece of the action. Get some practice in and show the Every how it's really done.

POSITION	NAME	SCORE
1	Dave Every	1:10:714
2	Dave Every	1:11:014
3	Dave Every	1:11:136
4	Peter Hartley	1:11:184
5	Tristan Mehta	1:11:629
6	Jack Ayres	1:11:875
7	Arun Sharma	1:11:973
8	Tristan Mehta	1:12:053
9	Jonas Pettersson	1:12:176
10	Tristan Mehta	1:12:315
11	Hayley Savage	1:12:435
12	Scott Dabell	1:12:637
13	Hayley Savage	1:12:654
14	Barry Powderly	1:12:714
15	Scott Dabell	1:12:799



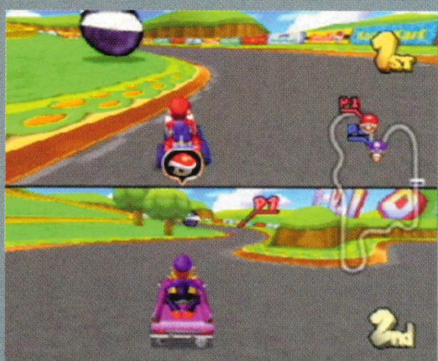
... an excruciatingly long time a burger turned up and was immediately claimed by Tim.



SUPER MARIO KART DOUBLE DASH!! YOSHI CIRCUIT TT

With a course this long, Dave Every must have made a couple of mistakes. Make sure all your laps are perfect, get the shortcuts nailed and you could get top spot.

POSITION	NAME	SCORE
1	Dave Every	1:54:141
2	Dave Every	1:54:359
3	Dave Every	1:54:410
4	Peter Hartley	1:57:689
5	Jack Ayres	1:58:401
6	Jonas Pettersson	1:58:596
7	Jack Ayres	1:59:800
8	Jack Ayres	2:00:162
9	Barry Powderly	2:05:139
10	Barry Powderly	2:05:169
11	Barry Powderly	2:05:272
12	Scott Dabell	2:05:713
13	Scott Dabell	2:05:820
14	Scott Dabell	2:05:872
15	Tom Baker	2:10:694



And poor Gary was left wanting and waiting for half an hour while another was prepared.

SUPER MARIO KART DOUBLE DASH!! BOWSER CASTLE

We've only had a handful of entries for this course. What's the matter? Is Dave Every scaring you all off? Just stare him in the eye and don't get squashed by a Thwomp.

POSITION	NAME	SCORE
1	Dave Every	2:35:560
2	Dave Every	2:35:710
3	Dave Every	2:35:716
4	Jack Ayres	2:41:872
5	Arun Sharma	2:46:508
6	Tom Baker	2:46:929
7	Tom Baker	2:47:145
8	Jonas Pettersson	2:47:718
9	Tom Baker	2:48:697
10	Chandra Nair	2:49:691
11	Chandra Nair	2:50:400
12	Gary Adams	2:54:567
13	Nick Jones	2:54:822
14	Chandra Nair	2:55:156
15	Gary Adams	2:56:398



Unfortunately now Gary won't speak to Tim unless he's calling him 'a dirty burger stealer'.

SOUL CALIBUR NO RECOVERY SURVIVAL

Normal difficulty, survival mode with no recovery, it's lot harder than it sounds. Mitchell and his brother Sean have given everybody else a score to aim for. Well done!

POSITION	NAME	SCORE
1	Mitchell & Sean Rafery	45
2	Shawn Ritchie	25
3	Gary Adams	23
4	Miles Guttery	23
5	Tim Empey	21
6	Chandra Nair	19
7	Gary Adams	18
8	Miles Guttery	16
9	Tim Empey	15
10	Miles Guttery	13
11	Chandra Nair	11
12	Gary Adams	9
13	Byron Wilkinson	7
14	Tim Empey	7
15	Chandra Nair	3



Tim just laughs and gives him a dead leg, which is why Gary's mum is so upset.

CUBE

ISSUE TWENTY NINE

CHEATING MONKEYS

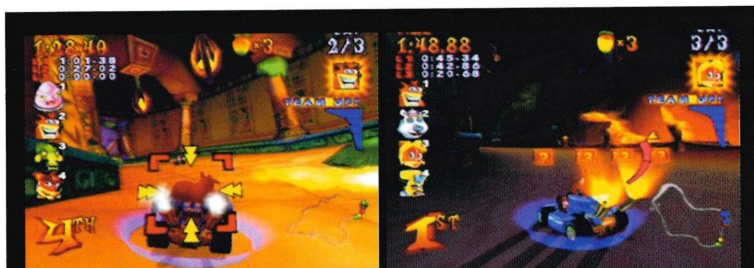


You might not know it, but this month is disco season in the jungle! The filthy simians have been twirling and spinning all over the shop, hooting with glee every time one of their flailing limbs has accidentally caught us in the eye. Fun for the monkeys maybe, but we can safely say that we've had better months.

THE SIMS: BUSTIN' OUT

If you want to reap the rewards of a Saint's life without any effort then tap these codes in as quick as you can during gameplay. Shame these cheats don't work in real life though. Trust us – we've tried them.

UNLOCK	CODE
REVEAL GNOME	Down, Left, Right
(ALLOWS YOU TO ENTER OTHER CHEATS)	
UNLOCK ALL LOCATIONS	Down,
UNLOCK ALL OBJECTS	Down, Left, Right,
UNLOCK ALL SKINS	Left button, Left



CRASH NITRO KART

There's plenty to unlock in this *Mario Kart* alternative – all it takes is a little hard work and some selective winning. Here's where the monkeys come in...

UNLOCK	HOW?
Dingodile	Win the Red Gem Cup
N Tropy	Defeat all N. Tropy ghosts in Time Trial Mode
Pura	Do 50 consecutive boosts on any track using a Bandicoot team member
Fake Crash	Do 50 consecutive boosts on any track using an Evil team member
Real Velo	Get 2 Sceptres
Polar	Finish the Blue Gem Cup
Zam	Finish the Purple Gem Cup
Zem	Finish the Green Gem Cup
Terra Dome track	Collect all the purple tokens on Adventure Mode
Hyper Spaceway track	Finish in 1st place in all 16 races on Adventure Mode

CUBE

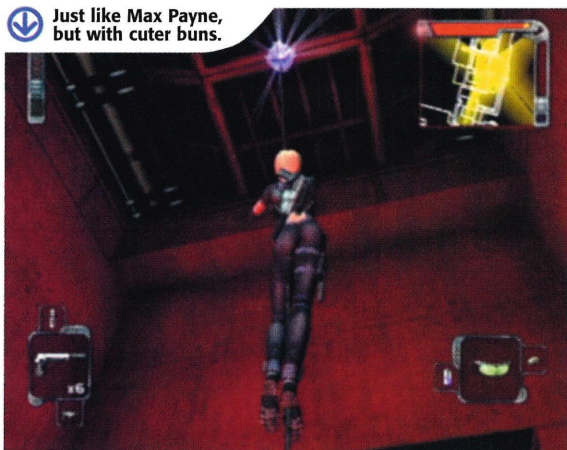
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

0906 9060374

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602

Just like Max Payne, but with cuter buns.



ROGUE OPS

If you fancy something a little speedier than the wonderful *Splinter Cell*, why not try this little beauty out? It might be difficult, but then the monkeys can always help with these codes. Just enter them in at the pause screen.

UNLOCK CODE

BIG FEET	Right (x3), Left, Right, Left, Right, Left (x3)
EXPLOSIVE CROSSBOW	Left, Right (x2), Left,
EXPLOSIVE SNIPER	Right (x2), Left (x2), Right (x2),
HALF DAMAGE	(x2), (x2), Left (x2), Right (x2), (x2), (x2)
LEVEL SKIP	
MISSILE CROSSBOW	Right (x2), Left (x2), (x2), (x2), (x2), (x2)
NO BULLET DAMAGE	Left, Right (x2), Left, (x2),
ONE HIT KILL	Left, Right (x2), Left, (x2)
SKELETON	Left (x3), Right, Left, Right, Left, Right (x3)
UNLIMITED AMMO	
UNLIMITED LIFE	Left, Right (x2), Left (x2), Right (x2), Left (x2), Right (x2), Left, (x2)
UNLIMITED SPY CAM	Left (x2), Right (x2), (x2), (x2), (x2), (x2)
UNLIMITED TOC	(x2), (x2), Left, Right (x2), Left,



CHIMP'LL FIX IT

Sad news: we're running low on precious monkeys. The **CUBE** team all ran out of cash, and well, it was either these dodgy ham sandwiches that we found in a big plastic bag while rummaging through the skip at the end of the road, or monkey stew. No contest really. To calm the remaining rascals we plonked them in front of our GameCubes for a month and held their eyelids open, just like that scene in *A Clockwork Orange*. Sounds cruel, but just wait until we get our hands on some experimental shampoo that we've seen lying around... send in your cheats to **CUBE** Magazine, Highbury Entertainment Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk. Send in a giant hamster ball and they'll love you forever.



BRIDGING THE GAP

Dear Cheating Monkeys,
In *Lost Kingdoms 2* how do you get over the drawbridges on level Sarvan? Please help me because I have been stuck on this problem for a week now. Thanks,
HELEN CAMPBELL, VIA EMAIL

The Monkeys say...
"This one is pretty difficult, but take our hairy hands in yours and we'll guide you. Firstly, go all the way to the right where you'll find a red fairy, then take out the two Giants by the gates. Remember to use water attacks against these fearsome enemies, as they're too quick for more powerful attacks. Now go up to the horse statues and press A to open the gate, walk through and enter another fight. One this is done, go down the stairs where you'll find some treasure chests. Head back up, go through the previous gate, press A next to the statues again and go through the other gate. Keep following through and eventually you'll get to a puzzle. Here you have to place an immobile type on the light, and then go back up and stand on the pad of light. A bridge will lower and you can run across to meet up with a boss."

SHOW ME THE LIGHT

Dear Cheating Monkeys,
I am stuck on *Starfox Adventures*. I'm in



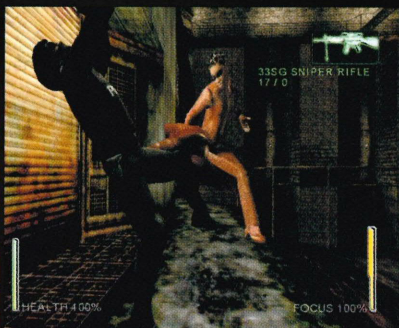
Lightfoot Village and I can't get past the 'Test of Strength'. How do I do it? Please help me!
JORDAN, BERKS

The Monkeys say...
"This isn't too difficult when you know the secret of *Track & Field*: simply hit the button as quickly as you can! Having a strong wrist in this situation will help a lot, so we suggest that you er, take up juggling."

HANGING AROUND

Dear Cheating Monkeys,
I'm stuck on the hanger level in *Enter The Matrix*. I know you don't like the game, but please help me! I need to get into the plane, but a sniper keeps on taking me out.
JOE, EDINBURGH

The Monkeys say...
"Head down to the nearest ladder and go into the lift. Look out at the plane and activate the lift by pressing one of the buttons on the console. Don't ride all the way down though, or that pesky sniper will pick you off. Instead, jump onto the wing, and then roll to the side, underneath the plane. Once you're down here, worm your way to the scaffolding and take out the sniper. Easy-peasy-banana-squeasy! Or any banana based rhyme for that matter!"



CUBE

CHEATING MONKEYS

CODE JUNKIES

ISSUE TWENTY-NINE



Every month we bring you all the latest Action Replay codes for the greatest GameCube games!



NEED FOR SPEED: UNDERGROUND

Master Code

- 82B0-A94D-E9KCP
- AQHD-AZH1-4NYKM

Max/Infinite Money

- RDCZ-QY8-DC1MG
- QX6W-5EZM-93561

Idiot AI: Race Modes

- 9WD9-46CR-36ZCV
- VE99-NN76-74GEJ

Infinite NOS Usage

- 03WM-CM3J-9AKH6
- 198Q-KAPU-7PQB9

CIRCUIT STATS:

- 99,999,999 Starts
- 098M-UKA-1TA99
- 3ZPF9-8PFY-1YBPT

0 Starts

- PN5U-JDIF-A24XR
- 2Z3Y-Y992-Q8RCK

99,999,999 Wins

- PVQZ-V62G-E9XAT
- 2HZDY-621C-00528

0 Wins

- 770B-0C9F-4F4C4
- 24AAQ-3A01-CX8U3

99,999,999 Style Points

- Q82Q-KDXC-9YWWC
- 2Q1PH-26KB-A7A5C

0 Style Points

- JGXR-93R7-JX6V5
- 2JF6X-ROHK-7K10J

SPRINT STATS:

- 99,999,999 Starts
- 1RZAG-HVFG-7YF8T
- 2P3DO-VD8U-4GRR2

0 Starts

- B2W1-A8T7-69KTP
- 2B391-W4H3-BZEDR

99,999,999 Wins

- X4EW-CKJC-18KKX
- 2CTHX-1YTQ-253GE

0 Wins

- J186-RNJR-4A0ZT
- 2EPZH-B0NM-YQU3C

99,999,999 Style Points

- Q2WF-YYMA-UEEYP
- 2Q7DB-BF48-VTV8Q

0 Style Points

- XFKT-0BPV-XY27
- 2GR1N-OKGW-G4A84

DRAG STATS:

- 99,999,999 Starts
- 18DKE-ZQ00-AW37D
- 23DXP-5768-78W1C

0 Starts

- JRPG-5BAT-6GNVF
- 2D1EF-HUB3-T9E51

99,999,999 Wins

- HZZ9-CB8R-PY16A

2 KDP1-93ZJ-MK61P

0 Wins

- 145F7-7BNH-93968
- 2QWQ-65XU-08918

99,999,999 Style Points

- 1MK66-ZRN9-H8UU6
- 2UU4W-Q42D-8YPGX

0 Style Points

- 1JC75-7CFB-9PUR2
- 2WAU3-2A25-ZQYM8

DRIFT STATS:

- 99,999,999 Starts
- 1QVC-4MU8-60KF2
- 2PDBB-53R0-ACFAJ

0 Starts

- 1XB4H-A67E-U3ANX
- 2KJXR-DN63-13FXM

99,999,999 Wins

- 1CF9A-K2MR-YG315
- 2VNUW-6D4E-7DD4V

0 Wins

- 14K8B-QKV3-QJ7CQ
- 29HF8-AC6G-5UJ2F

99,999,999 Style Points

- 1J6QM-D9D4-7KVF8
- 2XK6D-1Q6J-UNUF5

0 Style Points

- 1G1G-M2X0-VEYZE
- 2G10G-FRK4-X2T51

GLOBAL STATS:

- 99,999,999 Starts
- 1TD4G-9D0X-48F13
- 2BVC8-15D4-G6EJD

0 Starts

- 1AF3H-4JGX-1GP46
- 26AR9-UV2A-PRAE5

99,999,999 Wins

- 1278F-AWJM-6PVVW
- 24DDK-D19Z-V6W3M

0 Wins

- 1EY6A-R733-KEFT1
- 22RXU-NCVA-KH8NV

99,999,999 Losses

- 1TW6J-EXJA-1GBKN
- 2440Q-2YNQ-4ZACR

0 Losses

- 15XUN-4KDJ-8QHWW
- 2HDW5-7RWV-HZ47D

Underground Mode Complete

- 1TBUY-YGQB-BDKJY
- 2VQMZ-ZN9D-16TF9

All Front Bumpers

- 1FN7-R4KR-8H67G
- 2AKK5-UXVQ-RICHE
- 3GJ1X-9PVI-2B3C4

EMO2-23XW-HOG68

- 53EXR-WQ3B-8TCX4
- 6RAJ7-2A01-5UHKP
- 7QMP-YG8-9XT7F

8 66ZF-M57R-13GZG

- 9YQJ3-CCQC-R2QQ2
- 10PCED-CX5Q-JQC5P
- 11NFRE-UK1E-B71VT

12 5U0W-EHCP-07X6T

- 131A2V-TTNZ-ZEQZE
- 1472EP-UGNZ-44Q6X
- 154ZU5-HOW9-UBJPT

16 3262-F8G0-NOJBC

- 172EP-UGNZ-44Q6X
- 1872EP-UGNZ-44Q6X
- 1972EP-UGNZ-44Q6X

All Rear Bumpers

- 135EQ-K5WP-06MOR
- 2VUUM-EUZ4-05JJ3
- 3R63B-37BG-1UU16

4 FV7R-Z4P1-Y5D7C

- 5JKN3-APU9-GJFCF
- 6B2CZ-ACFY-3F926
- 7VKRY-MM46-86ZCA

8 NAOU-YBN9-MZP5X

- 9KK34-HY4E-M7KHB
- 10G7C4-6J4P-MF310
- 11EOM6-R3GM-R5WBC

12 YVWD-0VM1-74VEQ

- 13VBW5-J6R3-CT73R
- 14VXE8-3CQF-ETJYV
- 15E9X8-KF4C-16K2T

16 9NCG-MYBD-NGW6G

All Side Skirts

- 1VX2J-19UR-8XZKV
- 23A1H-KU4W-M2FP4
- 3ZN28-MY3U-4NU8W

4 ZDBC-MOMR-YYQN6

- 5Y2MB-GA06-GV4D8
- 6Y7DU-KMPQ-TNQ92
- 7G4VU-D1PH-BCJ67

8 K5XQ-EAW3-FPQXM

- 99QE0-DT8Z-K1FDF
- 10EKDH-9EZ8-5WGAA
- 116FPX-U9RJ-RK2N7

12 ZHG-E7X9-G696R

- 1343ZU-YUR3-NCP33
- 14UJ98-39VC-7ZYC8
- 15OMD8-66CU-4C8TF

16 16DX-G3HG-6HX2G

All Spoilers

- 1TAXY-CR9Q-DPMDD
- 2NNQM-M6UF-V8663
- 34Y3J-QV1Y-QBWCF

4 4NQY-DYZT-6QENT

- 5GKZH-WPDM-B7UPQ
- 6M016-PCJC-WMC3B
- 7MUKN-C8QR-URA18

8 7VGM-DUM3-6KN3H

- 9U06N-OCRW-5HVFU
- 10MRDQ-SNKB-3FP97
- 116TUB-FQ29-XQHCP

12 V83B-HYUT-PF3BV

- 13AV60-SW8R-JH9K7
- 14YKPB-RN6J-4TBTV
- 158Q32-1P73-FB219

16 60ZA-3U24-5PC6P

- 17WTT1-A9B9-33406
- 18GUC2-M5CK-PV3D3

All Hoods

- 1AAWE-C651-5QMHT
- 2NQRU-YJ4A-EHPMG
- 3UWQF-8EEM-PIDAK

4 0PDF-7HKU-803D0

- 52V4K-RKF1-JZXBN
- 6F2TF-MWQD-KNAWN
- 71WX9-5D13-ENAR6

8 F77Y-6B2U-K476V

- 99DTG-EK6T-PHEXA
- 103R8Z-HTEW-2P76Q
- 11VH27-NEUB-FB3AP

12 9PKP-A6D1-XKYG7

- 13CGUV-YXUE-87NV7
- 14KK7J-KUNV-KGAP1
- 15DRFT-E5YF-M7DZF

16 KRW6-PU04-FVTBG

- 17NN71-VP6C-81WQE
- 187EP5-RY21-M2CPP

All Roof Scoops

- 17KGN-M79V-9B390
- 2MWHJ-UNWH-76NC9
- 3B4NK-22KX-X47QT

4 PQ6W-M2XF-VFAN3

- 51GM8-7501-XQUWD
- 6NMHR-R57N-22JFG
- 7ZEWK-N67B-HEX4G

8 BUKZ-FXZ2-JKD42

- 98JCV-ASMO-KNAT3
- 102812-14FD-AD8K3

Have Street Engine/Exhaust

- 1KP2J-MOH2-G8RFJ
- 2EH9V-4Z5B-7EHJO

Have Pro Engine/Exhaust

- 11UCQ-EUDV-ECJIZ
- 2DWJT-Z2YW-ERU2T

Have Extreme Pro

- 1PVKN-TT6Y-UWZ1W
- 2W7Z1-U24B-UDRDT

Have Street Drivetrain

- 1PZWX-596K-TXFPX
- 2PCG6-V68G-JB5QG

Have Pro Drivetrain

- 1NV26-UJ47-EE4AQ
- 2364N-K45Z-ANZB6

Have Extreme Pro Drivetrain

- 1GM0V-A109-1JYNX
- 2BDDC-9AYX-HBW62

Have Street Tires

- 1KOWY-DUP5-57FP2
- 27Q51-XOAT-2JF5H

Have Pro Tires

- 1E0ZG-3JWB-XP6Z
- 2R9F2-M5QK-NYEKZ

Have Extreme Pro Tires

- 1WHJE-KPX3-ADDMQ
- 2F2GU-MXWY-D1VDU

1 JZ4D-WNRR-P5WVW

- 2FG75-M6MP-MUEWQ

Have Street E.C.U.

- 1NW6J-K9H4-H2FUX
- 27PW2-YRA0-MUDRH

Have Pro E.C.U.

- 16874-PZYM-2GQME
- 2NCAR-3RZ1-SQ9ZJ

Have Extreme Pro E.C.U.

- 1T377-DR6P-U43YW
- 2ZZN2-DFU2-TN71B

Have Street Turbo

- 1VWMQ-CH6G-ADX5B
- 2XYR7-XZ8C-CM0FD

Have Pro Turbo

- 1FGEH-8Z6N-CEGQ2
- 2M70N-XMVP-XJZ9C

Have Extreme Pro Turbo

- 1C2U3-WKW9-NJXCX
- 21PEM-MZPB-UDF2B

Have Street Brakes

- 1NUZ9-5UJZ-X56PU
- 29UW5-FPBX-08BUB

Have Pro Brakes

- 18417-XMJC-1TUAU
- 23RGG-J49D-T2E3B

Have Extreme Pro Brakes

- 1EQT0-A9NV-H05QZ
- 2A2ZE-Z5H8-9PTOK

Have Street Weight Kit

- 1FHVM-N9XF-30HC1
- 2NMTZ-U50T-P1ZSR

Have Pro Weight Kit

- 19CRJ-VB3B-31XD6
- 2J5RP-64VZ-BE29Q

Have Extreme Pro

- 15DVR-WBHM-ZKDT7
- 2PXFY-JWNC-3M26F

Have Street Suspension

- 11UEN-MVP6-9HJP6
- 2J070-1XAJ-9KV8Y

Have Pro Suspension

- 155WC-HGK1-XJAYE
- 29ZWJ-EX7F-V14AC

Have Extreme

- 1CN61-KM2A-7U3CR
- 2AEV1-1HT8-QW26K

Have Street Nitrous

- 1W203-CUNE-RNX21
- 2CMVU-CZG5-K4GE1

Have Pro Nitrous

- 167B5-3XHX-1Z0BE
- 2OYZU-KON4-YQE06

Have Extreme

- 1R77U-MRFZ-KRKYZ
- 2QZBV-7XV8-TACDH

XIII

Master Code

- 1N4XF-OKOT-ZWBT6
- 27VJ9-6QOK-D16M9

Infinite Ammo

- 3K136-DHAQ-ZHNMU
- 4D4F8-2JTG-JG522
- 5PJWJ-NUDZ-3N1FR

6 MU2Z-1T3H-67QBU

- 7MCHY-AC47-4GAJA
- 8R1BX-5QP5-E8968
- 9X1QR-AFY1-0CJRH

Invincible

- 1BQ8E-MNDO-CWWMD
- 2MH7H-J4B0-DTJN6
- 3BE71-10HE-RZGBW

Infinite Health

- 1PPZW-1D18-AZ5NH

CUBETM SOLUTIONS IS REBORN...

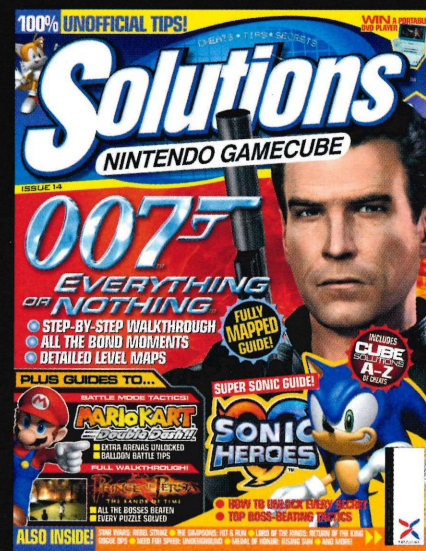


The UK's only GameCube tips magazine has a new name, but still all the detailed game guides, cheats and secrets you've come to expect. So look out for SOLUTIONS magazine at your newsagent.

Solutions NINTENDO GAMECUBE

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19.2.04

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Available from all good newsagents or call for a copy direct on 01202 200200

INFORMATION

THE SIMS: BUSTIN' OUT

PUBLISHER: EA GAMES

DEVELOPER: IN-HOUSE

GENRE: GOD SIM

PRICE: £39.99

PLAYERS: 1-2



IF YOU'RE HAVING PROBLEMS CLIMBING THAT CAREER LADDER OR SIMPLY DON'T KNOW HOW TO TALK TO WOMEN, DON'T WORRY - WE'RE HERE TO HELP YOU GET THROUGH WHATEVER LIFE THROWS AT YOU

SKILLS

GOALS

TO GET ANYWHERE IN LIFE AND WORK YOUR SIM WILL NEED CERTAIN SKILLS. THESE CAN BE LEARNT IN ALL MANNER OF DIFFERENT WAYS BUT MAKE SURE THEY'RE IN A GOOD MOOD OTHERWISE THEY WON'T BE INTERESTED IN LEARNING ANYTHING.

COOKING

To increase your culinary skills you'll need to study a cookbook from a bookshelf. The better you are at cooking, the more your meals will satisfy hunger and the less likely you'll be to start a fire on the stove.

MECHANICAL

This is another skill that you can learn from a book or from using something like the Invention Workshop or Woodworking Table.

This skill will enable you to repair items around the house with relative ease and without the need to call a repairman.

CREATIVE

Some careers require you to have a more creative side and there are many different pursuits that your Sim can master in order to increase this. Playing musical instruments, painting, sculpting and even being a DJ will help them master their creativity.

BODY

Being in peak physical form can be important for certain career paths and there are many activities that can help you achieve the perfect body. Treadmills and benchpress machines are the obvious choice, but swimming and climbing can also help tone you up.

LOGIC

Brains are useful whatever career you choose, and if your Sim is lacking in that department you'll need to smarten them up quickly. Playing chess and gazing through a telescope will get those brain cells active and make your Sim more intelligent.

CHARISMA

If no-one likes you you're unlikely to get very far at work so knowing how to talk to people helps a great deal. Get your Sim to practise speaking in front of any mirror to increase their confidence and communication skills.

MOM'S HOUSE

GOALS



EAT ENOUGH FOOD TO FILL YOUR STOMACH

Mom has made your favourite so grab a plate and chow down until your Sim can't eat another bite.

UNLOCKS: \$50

HOLD BUTTON FOR DOUBLE SPEED

Do exactly what it says. Not a difficult one, this.

UNLOCKS: \$50



USE A TOILET TO EMPTY YOUR BLADDER

Head off to the toilet and relieve your Sim to complete this goal.

UNLOCKS: THE MAID

DO FUN STUFF TO RAISE YOUR FUN LEVEL

Dance to the music that Mom has put on until your Sim is having fun.

UNLOCKS: \$50

USE THE NEWSPAPER TO FIND A JOB

Go outside and pick up the newspaper and look for a job in it, picking whichever one takes your

fancy. Once you have a job you'll be picked up from either Mimi's or Dudley's place, depending on the career, so you'll need to move to one of them.

UNLOCKS: SUPER SCOOTER



MIMI'S PLACE

GOALS

INTERACT WITH OTHER SIMS TO SATISFY YOUR SOCIAL NEEDS

Talk and play with other Sims to increase your social meter to the required level.

UNLOCKS: \$50



GET TO KNOW MIMI BETTER

Talk to Mimi to increase your friendship until this goal is complete. If you make Mimi a family friend then you'll unlock 'Brag About Money'.

UNLOCKS: USE 'SIGN LANGUAGE'

HAVE ONE SKILL POINT IN COOKING

Simply study a cookbook until you have one skill point.

UNLOCKS: £200

INVITE MOM OVER TO YOUR NEW PLACE

Get on the phone and give Mom a

call and invite her over. Just make sure it's during the day otherwise she'll probably tell you to bog off!

UNLOCKS: GIVE MONEY

VISIT DUDLEY AND USE 'SIGN LANGUAGE' ON HIM

Once you've unlocked 'sign language', visit Dudley and use it on him to complete this goal.

UNLOCKS: SKULL SHRUB

FIX ALL THE BROKEN THINGS

Fix the coffee machine in the kitchen to complete this goal.

UNLOCKS: THE REPAIRMAN



GET TO KIDDIE SHOW SIDEKICK IN THE MOVIE STAR CAREER

Go to work in a good mood and hopefully you'll get promoted. You can visit Tinsel Bluffs once you have this promotion.

UNLOCKS: GOSSIP.
IMPOSTER TYPE-S

GET TO LEAFLET DISTRIBUTOR IN THE COUNTER CULTURE CAREER

An easy promotion to start with. Cater for all your Sim's basic needs and send them off to work in a good mood to get this promotion.

UNLOCKS: GOURMET STOVE.
PIXEL ACRES

GET TO LINGERIE MODEL IN THE FASHION VICTIM CAREER

Simply make sure your Sim leaves for work in a good mood and this promotion should be achievable just about instantly! Once you have it you can visit Club Rubb.

UNLOCKS: SLUSHRUSH BAR.
IMPOSTER TYPE-S

GET TO STUNT DOUBLE IN THE MOVIE STAR CAREER

Get a couple of Charisma points by practising your speech in front of the mirror then go to work in a good mood and you should be promoted. Once you have this promotion you'll be able to move to Goth Manor in order to further your career.

UNLOCKS: EXOTICALISM FLOOR
LAMP

GET TO BASKET WEAVER IN

THE COUNTER CULTURE CAREER

Study cooking at the bookcase in the lounge to increase your cooking skills. Once you have done that, ensure your Sim is happy and well rested before heading off to work in the morning, and this promotion will follow before you know it!

UNLOCKS: CONFUCIUS
WALL LAMP



GET TO BODY WAXER IN THE FASHION VICTIM CAREER

Use the easel in the lounge to increase your creative skill points. Again, go to work in a good mood to earn this promotion. This is also achievable in your first day on the job! Achieve this promotion and you can go to Studio 8.

UNLOCKS: VENUSPOKE
DRESSER

GOTH MANOR

GOALS



MAKE FRIENDS WITH MORTIMER OR BELLA

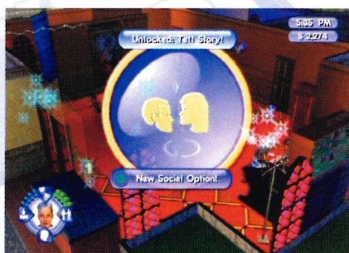
Talk to one of them enough until you are friends.

UNLOCKS: NAG ABOUT FRIENDS (BELLA), KISS HAND (MORTIMER)

CONTROL ANOTHER SIM BY PRESSING BUTTON

Press the button and you'll have completed the goal – easy.

UNLOCKS: TELL STORY



FIND THE FERN THAT WAS STOLEN FROM THE GOTHs

Dudley is the culprit in this particular mystery, so get over to his trailer to find the fern at the back of it. Pick it up and take it back to Goth Manor.

UNLOCKS: RGB FLASHBACK

BUY \$1,000 WORTH OF IMPROVEMENTS

You'll need to improve the state of your bedroom anyway so just buy enough stuff until you reach this goal.

UNLOCKS: SEANCE TABLE

EXORCISE THE GHOSTS BY HOLDING A SEANCE

One the table is unlocked, buy one and place it in the spot where Malcolm removed it. Now use it to get rid of both ghosts.

UNLOCKS: SKELETON DISPLAY

GET TO HORROR MOVIE EXTRA IN THE MOVIE STAR CAREER

Get at least one body point by working out and have at least two family friends then go to work in a good mood and you should hopefully be promoted.

UNLOCKS: SYNTHESIZER



GET TO SOAP OPERA EXTRA IN THE MOVIE STAR CAREER

Build up your creative side on the synthesiser, work out some more and use a mirror to increase your charisma then make another family friend. Go to work in a good mood and you should get the promotion.

UNLOCKS: DO MAGIC TRICK, CLUB RUBB



GET TO VIRUS BREEDER IN THE MAD SCIENTIST CAREER

Increase your skills to the required level and make sure you have one family friend then go to work in a good mood to get the promotion.

UNLOCKS: INCUBATOR

GET TO CHEMIST IN THE MAD SCIENTIST CAREER

Increase your charisma and make another family friend then go to work in a good mood to be promoted. Once you have this promotion you can move to Shiny Things Lab to further your career.

UNLOCKS: COMMODE

DUDLEY'S PLACE

GOALS

INTERACT WITH OTHER SIMS TO SATISFY YOUR SOCIAL NEEDS

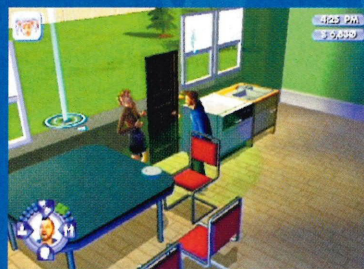
Talk and play with other Sims to increase your social meter to the required level.

UNLOCKS: \$50

GET TO KNOW DUDLEY BETTER

Talk to Dudley to increase your friendship until this goal is complete. If you make Dudley a family friend then you'll unlock 'Burp in Face'.

UNLOCKS: PULL MY FINGER



HAVE ONE SKILL POINT IN COOKING

Simply study a cookbook until you have one skill point.

UNLOCKS: \$200

INVITE MOM OVER TO YOUR NEW PLACE

Get on the phone and give Mom a call and invite her over, just make sure it's during the day otherwise she'll probably tell you to bog off!

UNLOCKS: NAG ABOUT HOUSE



VISIT MIMI'S PLACE AND GET HER TO PULL YOUR FINGER

Once you've unlocked 'Pull My Finger' visit Mimi and use it on her to complete this goal.

UNLOCKS: BIG MOUTH CHAIR

CLEAN UP THE MESS

Pick up all the trash that's littering Dudley's trailer.

UNLOCKS: TOXIC BARREL

GET TO POTION TESTER IN THE MAD SCIENTIST CAREER

Make sure you go to work in a good mood and this promotion should be a piece of cake. Once you are promoted you can then visit Shiny Things Labs.

UNLOCKS: WALL TORCH, DUDE BUGGY

GET TO SHOPLIFTER IN THE GANGSTER CAREER

Go to work in good mood to get this promotion. You will now be able to visit Club Rubb.

UNLOCKS: SECRET DOOR



GET TO BOOT POLISHER IN THE PARAMILITARY CAREER

Go to work in a good mood to get this promotion. You can visit the Octagon after this promotion.

UNLOCKS: HELLAGRAPHIX GAME CONSOLE

GET TO THE BALL COLLECTOR IN THE JOCK CAREER

Go to work in a good mood to get this promotion.

UNLOCKS: AIR HOCKEY TABLE



GET TO PYRO IN THE MAD SCIENTIST CAREER

Study Mechanical until you have two skill points then go to work in a good mood. Once you have this promotion you'll be able to move to Goth Manor in order to further your career.

UNLOCKS: EXPERIMENTAL LAMP

GET TO BURGLAR IN THE GANGSTER CAREER

Increase your Creativity by two skill points and go to work in a good mood to get promoted. You can now move to Toane's Gym to further your career.

UNLOCKS: SERENADE

GET TO DRILL INSTRUCTOR IN THE PARAMILITARY CAREER

Get your Logic up two skill points by playing the Chess Set in Dudley's trailer. Then go to work in a good mood to get this promotion.

UNLOCKS: UP-LIGHT

GET TO ROOKIE IN THE JOCK CAREER

You'll need to get your body up to two skill points to get this promotion.

UNLOCKS: FLAMINGO LAMP

TOANE'S GYM

GOALS

MAKE FRIENDS WITH MAX OR GOLDIE

Simply talk to either of them until you are friends.

UNLOCKS: GIVE NOOGIE (GOLDIE), BEAR HUG (MAX)



CONTROL ANOTHER SIM BY PRESSING [X] BUTTON

Just do what it says – it's not difficult at all.

UNLOCKS: TOWEL SNAP

GO TO DUDLEY'S TRAILER AND PARTY!

Head over to Dudley's in the evening and he should call up some friends and invite them for a party. Mingle, talk to the other guests and dance at the stereo. Stick around until everyone goes home, then leave yourself.

UNLOCKS: NEW VEHICLE

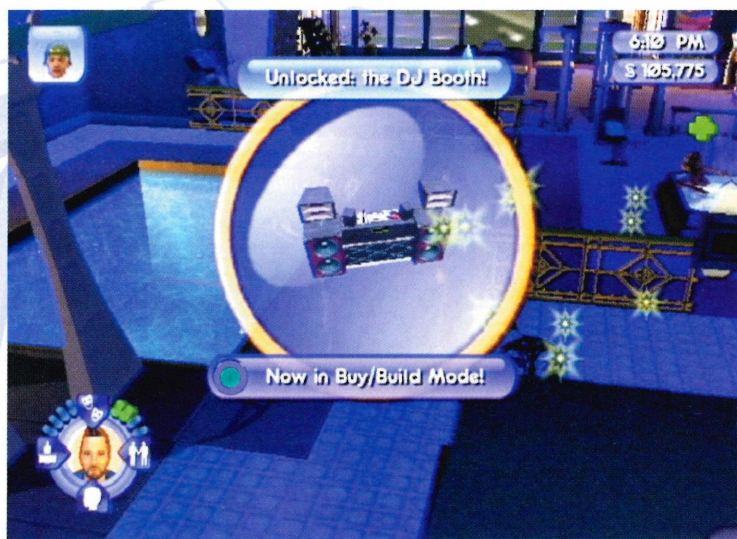
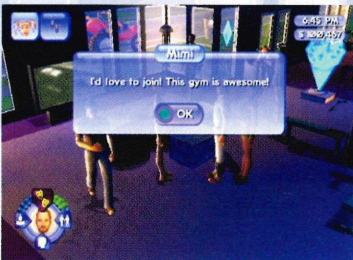
BUY \$1,000 WORTH OF IMPROVEMENTS FOR THE GYM

This isn't a huge amount to spend, so just buy whatever you want but preferably somewhere to sleep.

UNLOCKS: FLUSH FORCE TOILET

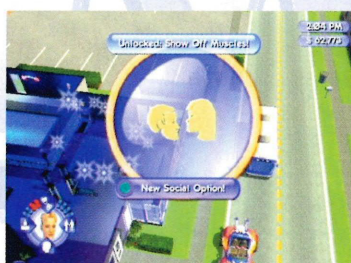
GET FOUR SIMS TO JOIN TOANE'S GYM AS MEMBERS

You need to throw a New Members Party to get people to join, but they must know you already so talk to them until you're friends then ask them to join. You may need to



throw a couple of parties to get all four members, depending on how many friends you have already. As it's a party you'll also need to make sure there's stuff for the Sims to do and plenty to eat and drink.

UNLOCKS: DJ BOOTH



GET TO PARATROOPER IN THE PARAMILITARY CAREER

Build up your body and go to work in a good mood and you should get this promotion.

UNLOCKS: SHOW OFF MUSCLES

GET TO CHOPPER PILOT IN THE PARAMILITARY CAREER

Increase your body and logic skills to get this promotion.

UNLOCKS: MISS MEMO SLEEPER

GET TO CAR THIEF IN THE GANGSTER CAREER

Increase your creativity and have at least two family friends to continue your criminal career.

UNLOCKS: HIGH DIVE

GET TO STARTER IN THE JOCK CAREER

Increase your body skill then go to work in a good mood to get this promotion.

UNLOCKS: CLIMBING WALL

GET TO MUGGER IN THE GANGSTER CAREER

You must increase your creativity again and make another family friend before you can mug the residents of Sim City. You can now move to Casa Caliente to further your career.

UNLOCKS: SONIC SHOWER



GET TO ALL-STAR IN THE JOCK CAREER

Increase your body and charisma then go to work in a good mood and you should become a sporting hero. You can now move to Club Rubb to further your career.

UNLOCKS: AROMA MACHINE

CLUB RUBB

GOALS

INVITE YOUR LOVER OVER

Get someone to fall in love with your Sim when you invite them over. Or if you already have a lover, call them up and ask them to visit.

UNLOCKS: MORE-SAIC TUB



GET MARRIED

You can only marry residents of Free Street (which should have been unlocked when you moved in) so pick someone and invite them over. Talk to them until you fall in love. The 'Propose' option will then appear and hopefully they'll accept. Once married you can switch between you and your spouse, and their family friends also become yours.

UNLOCKS: SPRITZENFUNKEN 03

SHOW OFF SOME CLUB RUBB MOVES AT STUDIO 8

Make Bing a family friend to unlock 'Break Dance' then go to Studio 8 and show Artie or Charity what you can do. Don't forget to make Mona a family friend in order to unlock the 'Dirty Dance' option.

UNLOCKS: NEON SIGN

FIND OUT WHAT IS GOING ON AT TOANE'S GYM

Make sure you have a decent body rating, then head over to Toane's Gym and perform three triple jumps in a row off the high dive.

UNLOCKS: OUTDOOR SHOWER

BUY \$1,500 WORTH OF IMPROVEMENTS FOR THE CLUB

You'll need to build yourself some better living quarters anyway, so reaching this amount won't be too hard. The best thing to do is build a large annex in the club grounds, then house in it one large bedroom (or two smaller ones) along with a kitchen (complete with dining area) and a bathroom. It might take a

while to save up the cash for all that, but once it is bought you'll have no problem meeting this target.

UNLOCKS: DANCE FLOOR

THROW THE ULTIMATE DJ DANCE PARTY

This requires a little preparation. Firstly, you need to have spent over \$1,500 on the club and replaced the dance floor in front of the decks. Then, get your most creative Sim in the house and work on getting their Creativity to eight or nine. Next, throw a party and use that Sim to spin the decks. Get the other Sims to dance, then click on guests and invite them to join you. Once five Sims are on the dance floor, you win!

UNLOCKS: 03 RECLINER

GET TO GAME SHOW HOST IN THE MOVIE STAR CAREER

Increase your Charisma, make four friends, then go to work in a good mood to get this promotion.

UNLOCKS: BOOTY TEASE

GET TO HAIR STYLIST IN THE FASHION VICTIM CAREER

All you need to do here is get yourself three family friends and make sure your creativity is high to achieve this promotion.

UNLOCKS: ADMIRE BODY

GET TO MVP IN THE JOCK CAREER

Increase your Body and Charisma to improve your sporting career and get a promotion.

UNLOCKS: TELL DIRTY JOKE

GET TO SITCOM STAR IN THE MOVIE STAR CAREER

You'll need a fiendishly tough SIX family fiends and high Charisma if you want this promotion.

UNLOCKS: MOON WALK

GET TO MAKEUP ARTIST IN THE FASHION VICTIM CAREER

Get yourself another friend and increase your Creativity up to seven for this promotion.

UNLOCKS: SLOW DANCE

GET TO SUPER STAR IN THE JOCK CAREER

You only need two family friends, but

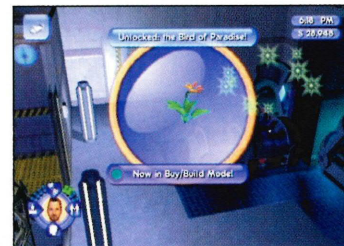
you need to get your body up to eight for this promotion.

UNLOCKS: WOLF WHISTLE



SHINY

GOALS



INVITE YOUR LOVER OVER

If you have a lover, just invite them over. If not, then you'd better get seducing in order to get yourself one pretty quickly!

UNLOCKS: BIRD OF PARADISE

GET MARRIED

If you've already done this at Club Rubb or another location, it will automatically be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: SPRITZENFUNKEN 03

GO TO STUDIO 8 AND CHANGE THEIR MINDS ABOUT SCIENTISTS

You must have unlocked 'Hypnotize' by completing the 'Launch Party' to fulfil this goal. Make a visit to Studio 8 and hypnotize either Artie or Charity.

UNLOCKS: PATH-MATIC SLIDING DOOR

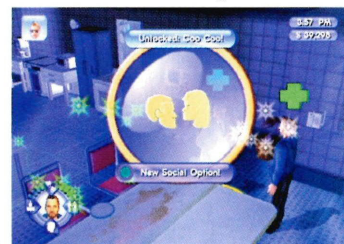
FIND OUT WHERE THE CONTAMINATING SPORES ARE COMING FROM

You should have already been to Goth Manor by now, so get over there and take one of their ferns (like the one you took back from Dudley).

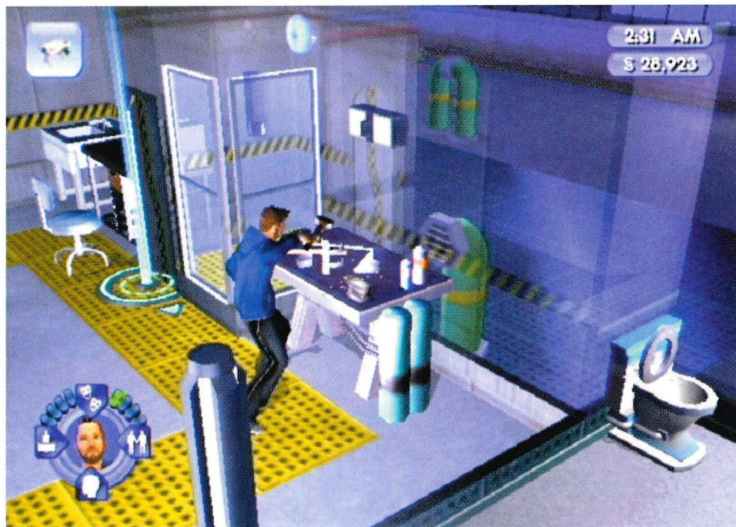
UNLOCKS: GIANT FERN

BUY \$1,500 WORTH OF EQUIPMENT FOR THE LAB

You'll need something to increase



THINGS LAB



your Logic skills anyway if you're doing the Mad Scientist Career, so buy a Logic item and whatever else you want.

UNLOCKS: INVENTION WORKSHOP

SHOW OFF ROCKET GNOMES AT A 'LAUNCH PARTY'

You need to be able to build Rocket Gnomes before you can have this party. A Mechanical skill of eight or higher is required to be able to build them on the Invention Workshop. If you've unlocked the Tesla Coil, use it as it will increase your Mechanical skill quickly. Once at the desired level you should build a Gnome that is red and yellow in colour. Build five of them then use the phone to call people over for a party. Once the party has started, move your Gnomes outside, put them in a row and select them one by one and 'Launch' them. It doesn't matter if there isn't anyone watching – you should still complete the goal.

UNLOCKS: HYPNOTIZE

GET TO VIVISECTIONIST IN THE MAD SCIENTIST CAREER

Increase your Logic to four and make sure you still have two family friends to get this promotion.

UNLOCKS: TESLA COIL

GET TO GENE SPLICER IN THE MAD SCIENTIST CAREER

Increase your Mechanical skills with either the Tesla Coil or the Invention Workshop and make sure that you have at least three family friends before ensuring that you are going to work in a good mood. You can now move to The Octagon to further your career.

UNLOCKS: SUPERLUMINOUS TETRA LAMP



GET TO COVERT OPS IN THE PARAMILITARY CAREER

Increase your Logic skill and make sure that you have at least one family friend before you go to work in a good mood in order to gain this promotion and increase your income.

UNLOCKS: TELESCOPE

GET TO SECRET AGENT IN THE PARAMILITARY CAREER

You need to increase your Body and Logic skills and make sure you have at least two family friends in order to get this promotion.

UNLOCKS: RADAR DISH

STUDIO 8

GOALS

MAKE FRIENDS WITH ARTIE OR CHARITY

Talk to either of them until you have a relationship rating of 50 or more with them.

UNLOCKS: FAKE OUT (ARTIE), TELL LIES (CHARITY)



CONTROL ANOTHER SIM BY PRESSING THE Z BUTTON

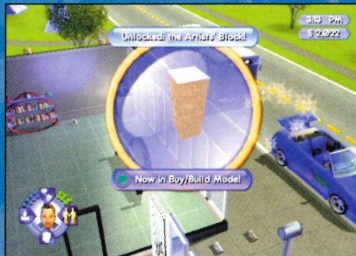
Once again this is a simple goal, so get on with it. You really shouldn't have any problems here!

UNLOCKS: SISSY FIGHT

BUY \$1,000 WORTH OF IMPROVEMENTS FOR THE STUDIO

There isn't much in the way of comfort or fun items at Studio 8, so you'd be wise to invest in some of these to make up the \$1,000 needed to complete this objective!

UNLOCKS: BEEJAPHONE GUITAR



HAVE A GREAT ART OPENING BY REARRANGING THE ART

You need to throw a party and get five people in the same room (including yourself). That room must have a rating of 90 or more for this to work. The room on the left side of the house already has that rating so no rearranging of the art is actually required. Just stand in the room on the left then call over the guests once they arrive, so that they are in the same room.

UNLOCKS: POTTERY WHEEL

VISIT MIMI'S PLACE AND MAKE SURE MIMI IS OK

Go over to Mimi's Place and clean up all the trash on her kitchen floor. There's quite a lot to pick up and she may make more while you're there, but it shouldn't take too long to clear up, at which point this objective will be deemed completed.

UNLOCKS: CRUISETTE LEVIATHAN

GET TO FINGERNAIL PAINTER IN THE FASHION VICTIM CAREER

You'll only need one friend and a reasonable amount of creativity to get this promotion, so jump to it. This is quite an easy one to get.

UNLOCKS: LASER LIGHT SHOW



GET TO FLOWER CHILD IN THE COUNTER CULTURE CAREER

To get this particular promotion, you need to make sure you have two family friends and three cooking skill points. Once you have the required skills and friends, concentrate on leaving for work in a good mood!

UNLOCKS: ARTISTS' BLOCK

GET TO WIG DESIGNER IN THE FASHION VICTIM CAREER

You'll need to make another friend and work hard to increase your creativity and charisma in order to achieve this promotion.

UNLOCKS: AIR KISS

GET TO MASSAGE THERAPIST IN THE COUNTER CULTURE CAREER

Make another friend and increase your Cooking skill (no we don't get the connection either) to get this promotion. You can now move to Casa Caliente to further your career.

UNLOCKS: 'LOVE' LAMP

CASA CALIENTE

GOALS

INVITE YOUR LOVER OVER

If you are already in love, simply invite your lover over to accomplish this goal. If not, concentrate on your best relationship until the score is over 70 and that little heart appears!

UNLOCKS: **TIKI TORCH**

GET MARRIED

If you've already done this at Club Rubb or another location, it will automatically be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: **SPRITZENFUNKEN Q3**



GO TO STUDIO 8 AND HELP WITH THE 'OUTSIDER ART'

Firstly, work on your creativity so that it is at a decent level. Head over to the studio, then start painting on the easel in the kitchen. If it's good enough, you will get the reward; if it isn't, work on your creativity then try again.

UNLOCKS: **THAT 70'S WINDOW**

FIND A NEIGHBOR THAT KNOWS ABOUT CANDELABRAS

You must first unlock the 'Romantic Kiss' option from 'Score with Two Sims'. Head to Goth Manor and develop a romantic relationship with Bella or Mortimer. When it's done, try a Romantic Kiss to get the prize.

UNLOCKS: **CANDELABRA**

BUY \$1,500 WORTH OF IMPROVEMENTS FOR CASA CALIENTE

This should be relatively easy. As there are no beds in the place, you should buy three, and try to replace the hot tub as well. Casa Caliente is fairly small, so you may

want to build an extension to house an extra bedroom and bathroom.

UNLOCKS: **POLAR BEAR RUG**

SCORE WITH 2 SIMS AT THE SAME PARTY

There is a new social option at Casa Caliente, called 'Try to Score'. It only works at parties and will only be successful on Sims you could get away with kissing. Once you have two lovers (you naughty thing!) throw a party. Don't try it on with one lover in front of the other as it will all go wrong; instead, lure each lover away from the party in turn and 'try it on'.

UNLOCKS: **ROMANTIC KISS**

GET TO YOGA INSTRUCTOR IN THE COUNTER CULTURE CAREER

You will need a grand total of four family friends and a good Cooking skill level in order to get further in this career.

UNLOCKS: **VIBRATING BED**

GET TO BODY GUARD IN THE GANGSTER CAREER

You need to have four family friends and increase your Mechanical, Creative, Body and Charisma skills to get the promotion.

UNLOCKS: **FORCE TO SLAP SELF**

GET TO TRANSCENDENTALIST IN THE COUNTER CULTURE CAREER

You will need to make yourself another two friends and increase pretty much all of your skills to gain this promotion, which is one of the hardest ones to get. You can now move to Pixel Acres in order to further your career.

UNLOCKS: **SIL-CAMP TENT**

GET TO ARSONIST IN THE GANGSTER CAREER

Just make another two friends and get busy increasing your Creativity and Body skills to impress your fellow mobsters and get promoted.

UNLOCKS: **LOVE TUB**

PIXEL ACRES

GOALS

GET MARRIED

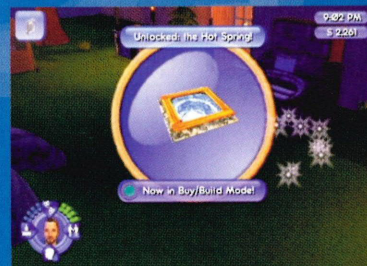
If you've already done this at Club Rubb or another location, it will automatically be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: **SPRITZENFUNKEN Q3**



RAISE A BABY TO A CHILD

Once you're married you can have a baby. To do this you'll need the Heart Tub or Heart Bed. Once you have one of these items, join your partner and proceed to 'Play'. You should soon receive the option to have a baby so select 'Yes'. The baby will cry sometimes and you must either, feed it, play with it or sing to it to keep it quiet. If you ignore the baby the social services will come and take it away from you, so don't neglect it. Within a few days your baby should grow into a child, who you can then control. The child needs to go to school so keep an eye on its skills to see what needs improving and make sure they don't go to school tired. Once you've done this in one house



you won't need to do it anywhere else.

UNLOCKS: **SCHNELLMEISTER**

SEDUCE SOMEONE AT CASA CALIENTE

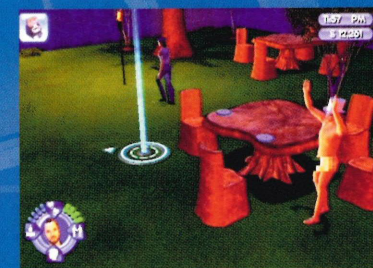
Hopefully, you will already have a good friend at Casa Caliente; if not, then work on one of the residents there until you do. Head over there and select the Polar Bear rug, then choose 'Relax'. When you are lying down, get your intended to join you. They will sit with you and a bit of action will ensue!

UNLOCKS: **EURO FIREPLACE**

FIND SOMEONE INTERESTED IN CHASE'S SECRET FORMULA

First, make friends with Chase in order to unlock 'Tell Secret'. Then head over to Shiny Things Lab and use it on Vaughn or Makino to complete this goal!

UNLOCKS: **REDWOOD TABLE**



FIND OUT WHAT 'GHOST' PROBLEM THE GOTH'S ARE HAVING

Firstly, you need a creativity rating of ten. Then, head to Goth Manor, and listen to them complain about their haunted synthesizer. Head over to it to learn the 'Pixel Booty' song!

UNLOCKS: **STUMP CHAIR**

BUY \$2,000 WORTH OF IMPROVEMENTS FOR PIXEL ACRES

Just making the place habitable should do this! Build a kitchen area to start with, then add some fun furniture to achieve this goal.

UNLOCKS: **HOT SPRING**

FRAME MALCOLM AND GET HIM BUSTED FOR INDECENT EXPOSURE

The easiest way to do this is to acquire the Pixel Booty song from the Goth



Ghost mission, then buy a synthesizer. Play the tune while Malcolm is there to get your reward, as he just won't be able to resist the urge to shed his clothes. Weirdo.

UNLOCKS: \$5,000

GET TO LOVE GURU IN THE COUNTER CULTURE CAREER

Increase your Cooking and Body skills and make sure you have at least six family friends to get this promotion.

UNLOCKS: TETHERBALL

GET TO EXTORTIONIST IN THE GANGSTER CAREER

Make eight family friends and increase Mechanical, Creative and Charisma skills to get the promotion.

UNLOCKS: TABLE TENNIS

GET TO PSYCHIC ACTIVIST IN THE COUNTER CULTURE CAREER

Make another friend and increase your Mechanical, Body, Charisma and Cooking skills to get this promotion. You can now move to Malcolm's Mansion to further your career.

UNLOCKS: BARNYARD TAUNT

GET TO HIT MAN IN THE GANGSTER CAREER

Increase your Creative, Body and Charisma skills to get this promotion. Now go to Malcolm's Mansion to complete your career.

UNLOCKS: STONE GRILL



TINSEL BLUFFS

GOALS



GET MARRIED

If you've already done this at Club Rubb or another location then it will be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: SPRITZENFUNKEN 03

RAISE A BABY TO A CHILD

As with getting married, raising a child is complete in all houses once you've done it in one.

UNLOCKS: SCHNELLMEISTER

MUSCLE THE MUSCLE AT THE GYM

Head to the gym and select Max or Goldie, then attack them. This will accomplish the objective, even if you lose the fight!

UNLOCKS: COLOSSICUS POOL

FIND A GOOD SCI-FI MOVIE SCRIPT

Go to Shiny Things Lab, in a good mood. When you are there, head into the main laboratory. In the corner of the room is a jar with what looks like a brain in it. Highlight it and the option 'Steal Script' will be available. Take it!

UNLOCKS: CYPRESS TREE

FIND OUT WHERE YOU CAN SCORE A RED POOL TABLE

If you have a Body skill of seven or more, then head to Club Rubb and start playing pool with Bing. When you beat him, return home!

UNLOCKS: POOL TABLE

BUY \$2,000 WORTH OF IMPROVEMENTS FOR THE HOUSE

There's not a great deal needed here – the best thing to do is to buy a good bed and an expensive TV, as they will be the most useful items to go for.

UNLOCKS: CONSTRUCTED TABLE

GET MALCOLM TO PUT YOU IN HIS BIG MOVIE

There are two ways to approach this, depending on your relationship with Malcolm. Both can only be attempted at a party. If Malcolm doesn't like you, then do all you can to get in a bad mood and choose the 'attack' social interaction. You can then beat him up, provided your Body rating is higher than his (not too hard!) and he will give in to your demand! If you get on well with Malcolm, build your relationship up until it is in the 90s, then simply ask him – it becomes an option when socialising with him (but only at a party!).

UNLOCKS: \$5,000

GET TO SEX SYMBOL IN THE MOVIE STAR CAREER

Raise your Charisma and make sure you have six family friends to get this promotion.

UNLOCKS: MICROPHONE

GET TO RUNWAY MODEL IN THE FASHION VICTIM CAREER

Make sure you have five friends then increase your Cooking, Creative,

Body and Charisma skills to become a catwalk star.

UNLOCKS: CMYK FLOODLIGHT

GET TO HEAD COACH IN THE JOCK CAREER

Have at least three friends and increase your Cooking, Body and Charisma skills to get promoted.

UNLOCKS: INFORMATION OVERLORD

GET TO DIRECTOR IN THE MOVIE STAR CAREER

Make two more friends and raise your Charisma, Creative and Body skills to get promoted.

UNLOCKS: MANILA 1000 AQUARIUM

GET TO CENTERFOLD IN THE FASHION VICTIM CAREER

Make another two friends then improve your Cooking, Creativity and Body to get yourself in magazines.

UNLOCKS: FONTIS PUBLICUS

GET TO HALL OF FAMER IN THE JOCK CAREER

Make another friend and increase your Cooking, Body and Charisma skills to get promoted.

UNLOCKS: AUTOCRAT



THE OCTAGON

GOALS



GET MARRIED

If you've already done this at Club Rubb or another location, it will automatically be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: SPRITZENFUNKEN Q3



MISSION: INFO-GATHERING – FIND AND SHUT DOWN THE HACKERS

Simple! Head to Shiny Things Lab and go to a computer there. Select 'Steal Computer' and this objective is complete.

UNLOCKS: SPARTAN SPECIAL LAMP

MISSION: FIND AND SUPPRESS – ANTI-WAR PROTESTERS

Use the Octagon's AbDominator to increase your Body rating, then head to Club Rubb. Select Bing or Mona and attack them once their anti-war party has started. If you win the fight, you get the reward; if not then improve your Body rating and try again later!

UNLOCKS: TOY PARROT

MISSION: SEEK AND DESTROY – BIO-WEAPONS

Head over to Goth Manor and enter the hut behind the house. The 'Incubator' is actually a biological weapon, so select it and destroy it to complete this objective.

UNLOCKS: ABDOMINATOR

BUY \$2,000 WORTH OF EQUIPMENT FOR THE OCTAGON

Pretty much everything you need is already in place here, so the best way to achieve this is to improve the kitchen. It may also be worth buying a Miss Gyrotic once it is unlocked.

UNLOCKS: ATLANTIAN COLUMN

MISSION: CLASSIFIED – ELIMINATE SENATOR LANDGRABB



You need to reduce one of Malcolm's motives to zero, without letting him leave! There are two ways to approach this objective. Firstly, you can unlock Miss Gyrotic through the Mad Scientist Career, then unleash it



on Malcolm by programming it for 'defense'. Alternatively, simply build walls around Malcolm and wait!

UNLOCKS: \$5,000

RAISE A BABY TO A CHILD

As with getting married, raising a child is complete in all houses once you've done it in one.

UNLOCKS: SCHNELLMEISTER

GET TO ROBOTICIAN IN THE MAD SCIENTIST CAREER

Have four family friends then increase your Mechanical, Logic and Charisma skills to become a robot builder.

UNLOCKS: MISS GYROTIC

GET TO CODE BREAKER IN THE PARAMILITARY CAREER

Make five friends and increase your Mechanical and Logic skills to be promoted.

UNLOCKS: FLIP

GET TO SPACE-TIME THEORIST IN THE MAD SCIENTIST CAREER

Make another friend and increase your Mechanical, Creative, Logic and Charisma skills to get this promotion.

UNLOCKS: RITEUTE

GET TO INTELLIGENCE DIRECTOR IN THE PARAMILITARY CAREER

Make another friend and increase the necessary skills to get promoted.

UNLOCKS: MOTION DETECTOR



MALCOLM'S

GOALS



GET MARRIED

If you've already done this at Club Rubb or another location, it will automatically be completed here. If not, just follow the instructions and get yourself up the aisle.

UNLOCKS: SPRITZENFUNKEN Q3

RAISE A BABY TO A CHILD

As with getting married, raising a child is complete in all houses once you've done it in one.

UNLOCKS: SCHNELLMEISTER

SHOW OFF YOUR FORTUNE: UPGRADE THE MANSION

You need to spend a mammoth \$20,000 on the mansion, but you should have that if you've got this far. If not you'll need to work for a few more days and possibly send your spouse to work too to make some extra cash. There's nothing you really need to buy in the mansion, so make up the amount by treating yourself to some luxury items.

UNLOCKS: LIMO ULTIMO



FINISH ALL 7 CAREERS TO SEE YOUR DREAMS COME TRUE

Get to the tenth and final promotion in all the careers to unlock the Career Temple, which is the fountain outside the front door of the mansion. Once you complete a career, you'll also see

MANSION



an amusing cut-scene of the Sims ridding themselves of Malcolm in a way related to your career.

UNLOCKS: CAREER TEMPLE

SEND YOUR CHILD TO PREP SCHOOL WITH STRAIGHT A'S

As long as your child goes to school in a good mood and doesn't miss any days then they should consistently have good grades. If you find the grade gets below an A, use a computer or bookshelf to make them study until the grade goes up again. Send your child to school in a good mood with an A grade for two days in a row and they should go to Prep School.

UNLOCKS: DIAVOLO GT 1000

GET TO DEATH RAY INVENTOR IN THE MAD SCIENTIST CAREER

Have six friends and increase your Cooking, Mechanical, Creative, Logic and Charisma skills to get promoted.

UNLOCKS: MAD SCIENTIST TEMPLE GNOME

GET TO MOVIE MOGUL IN THE MOVIE STAR CAREER

Have a massive ten friends and increase your Creativity and Charisma skills to be responsible for the next big blockbuster.

UNLOCKS: MOVIE STAR TEMPLE GNOME

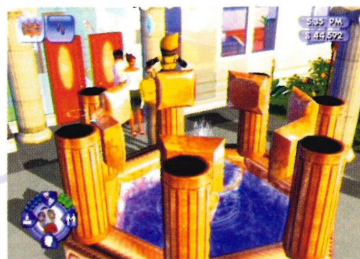
GET TO SUPER MODEL IN THE FASHION VICTIM CAREER

Get yourself nine friends and increase your Cooking, Creative, Body and Charisma skills to become a modelling legend.

UNLOCKS: FASHION VICTIM TEMPLE GNOME

GET TO LIVING LEGEND IN THE JOCK CAREER

Have six friends and increase your



Cooking skill to get this promotion.

UNLOCKS: JOCK TEMPLE GNOME

GET TO FULL TIME FREAK IN THE COUNTER CULTURE CAREER

Make sure you have eight family friends and increase your Cooking, Creative, Body and Charisma skills to get this final promotion.

UNLOCKS: COUNTER CULTURE TEMPLE GNOME

GET TO WAR MINISTER IN THE PARAMILITARY CAREER

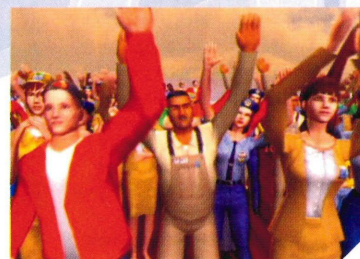
In order to get this particular promotion, all you need to do is keep your six friends whilst increasing your Mechanical, Body, Logic and Charisma skills at the same time. The trick is not to neglect your friends whilst building up your skills.

UNLOCKS: PARAMILITARY TEMPLE GNOME

GET TO MOB BOSS IN THE GANGSTER CAREER

You don't need to make any more friends as long as you have managed to maintain the eight friends you needed from the last couple of promotions, but you'll need to increase your Creative, Body and Charisma skills to become the Godfather.

UNLOCKS: GANGSTER TEMPLE GNOME

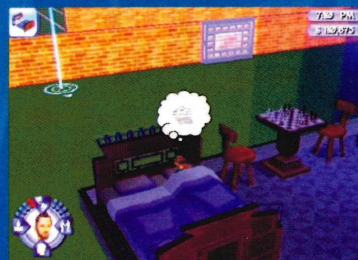


THE SIM-PLE THINGS IN LIFE

GOALS

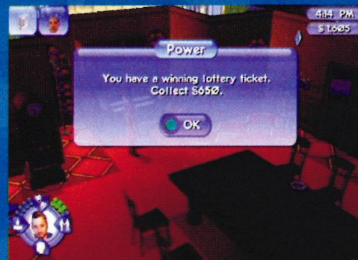
40 WINKS

Sleep is very important for your Sim, so try to make sure they always get enough of it even if it's at the expense of learning a new skill point or making a new friend. Those things can always be done later.



IT'S FOR YOU

Not only is the phone a useful tool to communicate with other Sims but it can also provide you with a source of income. Sometimes when it rings you'll be told you've won a prize for something or other and it can sometimes be a considerable amount of Simoleons. So, if you see that phone ringing, get to it quickly, as there may be a nice surprise in store.



THIEF!

Even the world of *The Sims* is not free of crime, and burglars roam the streets looking for the next easy score. Even if you're at home you won't be able to stop them stealing your stuff and if you call the police they won't arrive in time to catch them.

What you need is a burglar alarm, which goes off whenever a burglar enters the room. It automatically calls the police who should arrive very quickly and arrest the git. Take note that the alarm only covers the

room it's placed in. Also, once a burglar arrives, the buy option won't be available in the pause menu, so you can't buy a burglar alarm as soon as you see a burglar – it must be done before. If the burglar is caught, you'll get a \$1,000 reward and the insurance money for the items that are taken, so it's worth investing in some home security.



FIRE!

If your Sim is rather inept in the kitchen, the chances are they'll start a fire at some point. If you call the fire department, they'll turn up and put the fire out, but usually after you've lost valuable items. Place a smoke alarm in your kitchen and at the first hint of a fire it will automatically notify the fire department, which should respond quickly.



CAREER CHOICE

Whichever career you choose, you don't have to stick with it. If you want to complete all the objectives in a house before you move on, simply pick up a paper and choose another job. You can return to your previous career later and carry on at the same level unless you've lost a skill point somewhere along the way.

WELCOME TO ADVANCE...

Who's been saying that the GBA can't do 3D?! After seeing EA's latest racer in action we're inclined to go duff the naysayers up. But we can't because we're too busy playing *Astro Boy*. If there's any justice in the world, you will be too.



ADVANCE

Little reviews of little games. Aww, aren't they cute?

SONIC BATTLE

Sonic boom!

TAKE A BOWL of Capcom's Dreamcast title *Powerstone*, add a pinch of Sonic then empty half of the mixture into the sink, and you have *Sonic Battle*. Sonic Team's latest attempt at saving their valuable licence from mediocrity takes the form of a brawler where you pick a 2D sprite character, drop them into a 3D environment and attempt to beat up your pals. Aside from the moderately fun four-player mode there's also a story mode which allows you to travel around Sonic's world, learning new moves and once again, stopping Eggman from taking over. A fair amount of customisation makes this mode sound very involving, but unfortunately it suffers. Badly. *Sonic Battle* is probably the worst game to come from Sonic Team, ever. While it doesn't look too horrible, the unbalanced moves, lack of collision detection, nausea-inducing scrolling and any number of other derogatory statements you may care to make add up to create such a pointless game that it takes your breathe away. Such a wasted opportunity that it hurts to type this.

CUBE
RATING
3.0

CUBE

INFO

PUBLISHER: THQ
DEVELOPER: SONIC TEAM
GENRE: BEAT 'EM' UP
PLAYERS: 1-4
RELEASE: Q1 2004

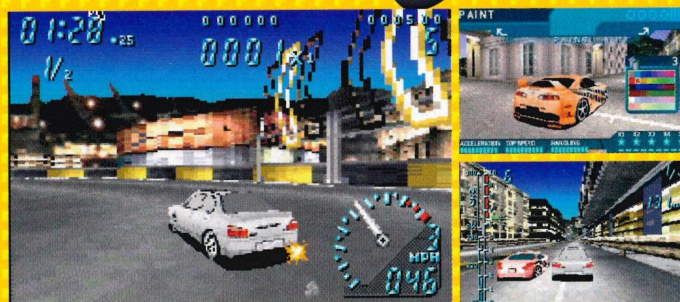
STATS

■ YOUR FAV CHARACTERS
■ 4-PLAYER LINK UP



The 3D worlds spin around your fighters as you punch and kick, but it just doesn't look... right. You know?

CUBE
INFO
PUBLISHER: EA
DEVELOPER: BLACK BOX
GENRE: RACING
PLAYERS: 1-2
RELEASE: TBA
STATS
■ CUSTOMIZE YOUR CAR
■ FOUR TYPES OF RACES



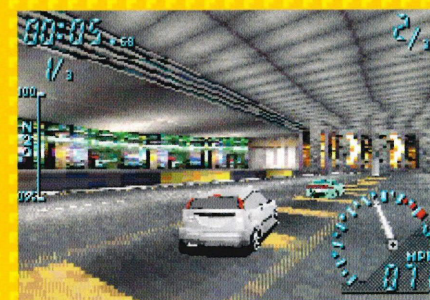
NEED FOR SPEED: UNDERGROUND

Going deeper underground

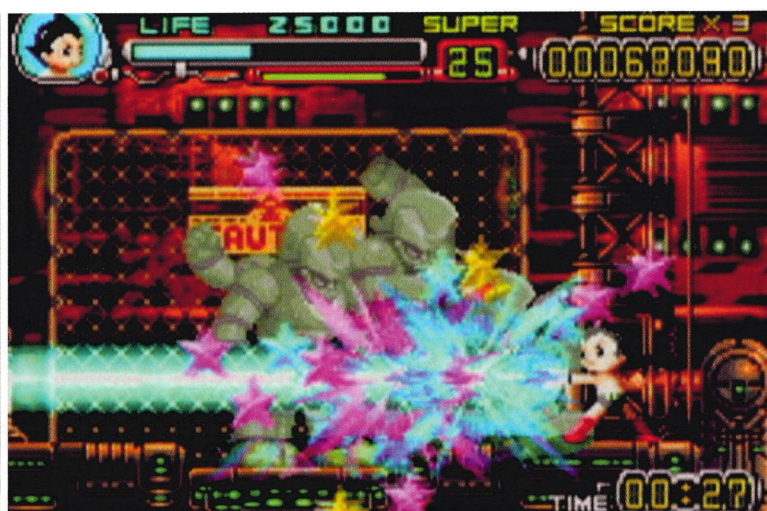
IF YOU FANCY yourself as something of a boy racer, then this may well be the game for you. Taking a near-identical structure to its big console brother, you start your street-racing career with next to no cash and a moderate car. Challenging racers or being challenged yourself is your ticket to earning more money, which in turn is used to enter more lucrative races and customising your car. Now, this may sound incredibly formulaic, and it is. But what keeps you playing *Need For Speed: Underground* on the GBA is the amount of things there are to do. As well as the usual racing, you have drag racing, where you have to get perfect gear shifts, drift courses which ask you to rack up scores by ripping your tyres to shreds on corners and Sprint mode. And that's just the first half of the game. The second – and arguably the more addictive – is the car customisation. Spending your dosh on engine upgrades/stripping out the interior/turbos/NOS/tyres is one thing, but when you also have a multitude of options concerning the size of your spoiler and skirts, your window tint colour and wheel type, you know you're onto

a winner. It's like dressing up dolls in pretty colours, but in a form that you can get away with. That's not to say the racing sections aren't bad in any way – like any good racing game, your performance isn't based so much on the strengths of your car but your own skill on the corners and gear shifts. And yes, the graphics aren't super. But we don't care because if you want, you can race an Impreza in a lovely shade of pink. So there.

CUBE
RATING
8.7



⬇ Rocket-boots! We ought to wrangle some from SEGA.



CUBE

INFO

PUBLISHER: SEGA
DEVELOPER: HITMAKER/TREASURE
GENRE: PLATFORM
PLAYERS: 1
RELEASE: TBA

STATS

■ MAD PLATFORMING ACTION
■ GORGEOUS TO LOOK AT

ASTRO BOY

Does whatever an astrophysicist can!

THE FIRST THING you'll notice about Astro Boy is the graphics. So many colours. Such huge sprites. So much going on at once. And look at that animation! Just wait until you drop into the first level. It's gob smacking. It may be 2D but *Astro Boy* has to be one of the finest looking games we've seen on the GBA yet. It makes you wonder about what the machine is actually capable of when pushed to its limit. But enough of that. We've established that *Astro Boy* looks the business, but what's it all about? Simply put, it's a scrolling beat 'em up. Yup, one of those. You run along (or sometimes fly along) from the left to the right of the screen, advancing an incomprehensible story and rescuing people, all the time battling off a never-ending stream of bad guys and bosses with your lasers. You've got special powers, the ability to fly a short distance (apart from one memorable level), and after completing a zone you can choose to upgrade an aspect of Atom, your character.

The gimmick that sells is the boss structure. Instead of struggling through swarms of enemies to face one at the end of three levels or so, you're instead forced into combat with one on a

continual basis. Boss after boss after boss. Interesting, imaginative bosses too. One section has you flying through the sky in traditional *R-Type* fashion, blasting away robot bees of varying size, weaving in and out of enemy fire as the sun sets and the screen turns yellow. Then out of nowhere a moderate-sized boss appears. He zooms about a bit, and before you know it he's taking up 75% of the screen. It really is a wonderful moment, and perfectly describes how the presentation of *Astro Boy* makes it feel like far more than what it is at heart – a button basher. There's barely any strategy or depth to the gameplay but then that's not the point. Simple button bashers are sorely missed these days. We like huge over-the-top bosses kicking us to the curb every five minutes. We adore fighting off hordes of enemies with underpowered lasers. Hell, we even get a thrill from the feel of finally destroying a rock monster, only to see four more drop from the top of the screen. All at once. Astro boy is challenging, beautiful and in these days, utterly unique in its simplicity. Action fans will want to snap this up at the very first opportunity.

CUBE
RATING
8.5



⬆ Who needs *R-Type* when you've got *Astro Boy*? He can take them all on!

⬇ Doesn't this bit remind you of *Gunstar Heroes*? Sigh. Such memories...

⬆ It's a boss taking up three quarters of the screen. Who says they don't make them like they used to, eh?



CUBE

ISSUE TWENTY NINE



Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!

DIRECTORY

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
1080° Avalanche	Nintendo	NSTC	1-8	N	N	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	N	N	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	N	N	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	N	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	N	Issue 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis	1-4	N	Issue 10	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	Y	N	12	NTSC	8.5
ATV 2	Acclaim	Climax	1-2	N	N	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	N	11	PAL	4.3
Baten Kaitos	Monolith Software	Namco	1	N	N	28	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	N	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Battle Houshin	Koei	In-house	1	Y	N	7	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	N	10	PAL	8.0
Billy Hatcher And The Giant Egg	SEGA	Sonic Team	1-4	N	N	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	N	N	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	N	18	PAL	8.3
Bionicle	EA	Argonaut	1	N	N	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	N	N	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	N	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	N	N	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	N	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	N	14	PAL	4.5
Bombberman Generation	Majesco	Hudson Soft	1-4	N	N	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	N	N	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	N	N	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	N	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	N	Issue 10	9	PAL	8.2
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conflict: Desert Storm	Sci	Pivotal	1-4	N	N	18	PAL	8.2
Conflict Desert Storm 2	Sci	Pivotal	1-2	N	N	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	N	N	13	PAL	5.6
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	No	No	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	N	N	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	N	N	23	NTSC	6.2
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	Pal	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Doshin The Giant	Nintendo	In-house	1	N	N	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	N	N	26	PAL	4.5
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	Infogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	24	NTSC	8.8

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

⊕ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
FreeStyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
GT Cube	MTO	In-House	1	N	N	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	N	N	14	PAL	7.0
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	No	No	27	PAL	6.5
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
ISS 2	Konami	Major A	1-4	N	N	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	N	N	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	N	14	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-house	1	N	N	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	No	No	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	N	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	N	16	NTSC	8.9
Kirby's Airride	Nintendo	In-House	1-4	N	N	23	NTSC	7.7
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Issue 19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Issue 19	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	N	N	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	N	N	7	PAL	4.6
Lost Kingdoms	Activision	From Software	1	N	N	8	PAL	7.0
LOTRs: Return Of The King	EA	In-house	1-2	N	N	26	PAL	5.8
LOTR: The Two Towers	EA	In-house	1	N	N	16	PAL	7.7
Luigi's Mansion	Nintendo	In-house	1	N	Issue 1	6	PAL	7.8
Madden 2004	EA Sports	In-house	1-4	N	N	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	In-house	1-4	Y	N	23	NTSC	8.5
Mario Kart: Double Dash!	Nintendo	In-house	1-16	N	N	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	N	N	13	PAL	9.0
Mario Party 5	Nintendo	Hudson Soft	1-4	No	No	27	PAL	7.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	N	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	N	Issue 15	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	N	N	25	PAL	9.0
Mega Man Network Transmission	Capcom	In-House	1	N	N	22	PAL	7.9
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	No	No	27	PAL	7.9
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 18	17	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mortal Kombat: DA	Midway	In-house	1-2	N	N	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	Y	N	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	N	11	PAL	7.1
NBA 2K3	Infogrames	Nintendo	1-4	N	N	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	N	N	26	PAL	7.3
NBA Street	EA	NFX	1-2	N	N	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	N	N	12	PAL	5.3
Need For Speed Underground	EA	Black Box	1-2	N	N	26	PAL	6.5
NFL Quarterback Club 2002	Acclaim	In-house	1-8	N	N	4	PAL	6.1
NHL 2004	EA	EA Sports	1-4	N	N	24	PAL	8.5
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	N	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	N	N	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	N	11	NTSC	8.6
Nightfire	EA	In-house	1-4	N	N	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	Y	N	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	N	N	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	N	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	N	N	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	Y	N	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	N	N	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	N	N	5	NTSC	6.1
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
P.N.03	Capcom	In-House	1	N	Issue 23	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Pokémon Channel	Nintendo	In-House	1	N	N	23	NTSC	7.1
Pokémon Colosseum	Nintendo	Genius Sonority	1-16	Y	N	28	NTSC	8.4
Product No 03	Capcom	In-house	1	N	N	19	NTSC	8.3
Pro Rally	Ubi Soft	In-house	1-2	N	N	13	PAL	5.9
Rally Championship	SCI	Warthog	1-4	N	N	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	N	N	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	N	N	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	N	N	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0

Adventure/RPG

Puzzle/Party

Fighting

Sports

Racing

Shoot-'em-up

Action

TASTY TREATS IN GAMES

Just like in real life, in games you have to eat to stay fit and healthy, but gone are the days of the meagre medi-kit. Now we get Jamie Oliver cuisine and Keith Floyd presentation.

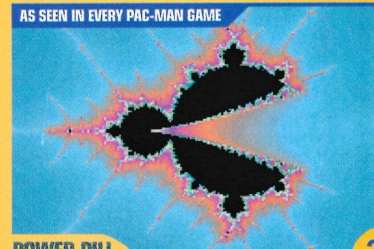
AS SEEN IN FINAL FANTASY: CC



MACKEREL

Rich in Omega 3 oils, mackerel not only replenishes your health, it is very good for your skin and eliminates free radicals from your blood, whatever they are.

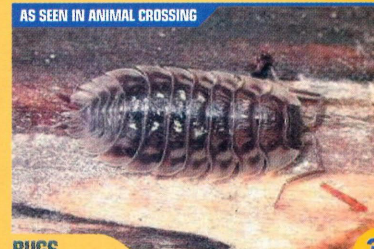
AS SEEN IN EVERY PAC-MAN GAME



POWER PILL

You know the drill, swallow pill, feel great, eat ghosts. And cherries. Sorry about the picture but fractals are just so cool, and look, it is vaguely Pac-Man shaped...

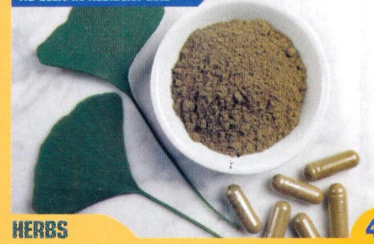
AS SEEN IN ANIMAL CROSSING



BUGS

A general term certainly and this is specifically a woodlouse, which incidentally Chandra calls a 'cheesey bug' and used to eat as a child. Don't think it has had much of an effect on him though.

AS SEEN IN RESIDENT EVIL



HERBS

Used in real life to give bland English food a bit of flavour. In the *Resi Evil* world you can mix them: green, red and mysteriously blue to ease those zombie bites and cure poison.

AS SEEN IN DARK CHRONICLE



CHEESE

With so many different flavours and textures the cheese course is a stalwart of all dinner parties. For less formal affairs put it on a stick with a pineapple chunk and a pickled onion, classy.

⊕ EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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TOP 10

- 01



9.6
METROID PRIME
2002/NINTENDO
- 02



9.5
THE LEGEND OF ZELDA
2002/NINTENDO
- 03



9.5
TIMESPLITTERS 2
2002/EA
- 04



9.4
STARFOX ADVENTURES
2002/NINTENDO
- 05



9.4
F-ZERO GX
2002/NINTENDO
- 06



9.4
MARIO KART: DOUBLE DASH!!
2003/NINTENDO
- 07



9.4
SUPER MARIO SUNSHINE
2002/NINTENDO
- 08



9.3
BURNOUT 2
2003/ACCLAIM
- 09



9.3
SSX3
2003/ELECTRONIC ARTS
- 10



9.2
WINNING ELEVEN 6 FE
2003/KONAMI

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Resident Evil	Capcom	In-house	1	N	Iss.11	10	PAL	9.0
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	N	N	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Shikigami No Shiro II	KSG	Alfa System	1-2	No	No	27	NTSC	7.2
Simpsons Road Rage	EA	Radical Ent	1-2	N	N	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	N	N	5	PAL	3.8
Skies Of Arcadia Legends (import)	SEGA	Overworks	1	N	Issue 20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Soul Calibur 2	Nintendo	Namco	1-2	N	Y	24	NTSC	9.2
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Spider-Man: The Movie	Activision	Treyarch	1	N	N	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	Y	N	19	PAL	8.8
Spyhunter	Midway	Point Of View	1-2	N	N	7	PAL	5.9
SSX3	EA	EA Big	1-2	N	N	25	PAL	9.3
SSX Tricky	EA	EA Big	1-2	N	N	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	Issue 12	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	N	N	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Issue 2/3	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	N	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	N	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	N	N	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	N	N	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	N	Issue 11	10	NTSC	9.4
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
Super Smash Bros. Melee	Nintendo	In-house	1-4	N	Issue 6	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	N	N	21	PAL	4.8
Tales Of Symphonia	Namco	In-house	1-4	N	N	25	NTSC	7.8
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Tetris Worlds	THQ	Radical	1-4	N	N	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	N	N	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	N	N	26	PAL	7.4
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	Yes	No	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
Tiger Woods 2004	EA	In-house	1-4	Y	N	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Issue 1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Issue 4	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	N	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	N	N	26	PAL	9.0
Top Angler	Xicat	Sims Co	1	N	N	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	N	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	N	N	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
UFC Throwdown	Ubi Soft	Crave	1-4	N	N	11	PAL	6.4
Universal Studios	Kemco	In-house	1	N	N	6	PAL	3.0
Vexx	Acclaim	In-house	1	N	N	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	N	25	25	PAL	8.6
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Issue 10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Wario Ware	Nintendo	In-house	1-4	Yes	No	27	NTSC	8.2
Wario World	Nintendo	Treasure	1	N	N	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Issue 5	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	N	N	17	NTSC	9.2
Worms 3D	DEGA	Team 17	1-4	N	N	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	N	N	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	N	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	N	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	N	N	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	N	N	21	PAL	6.8
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	N	N	23	PAL	9.0
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activision	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activision	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

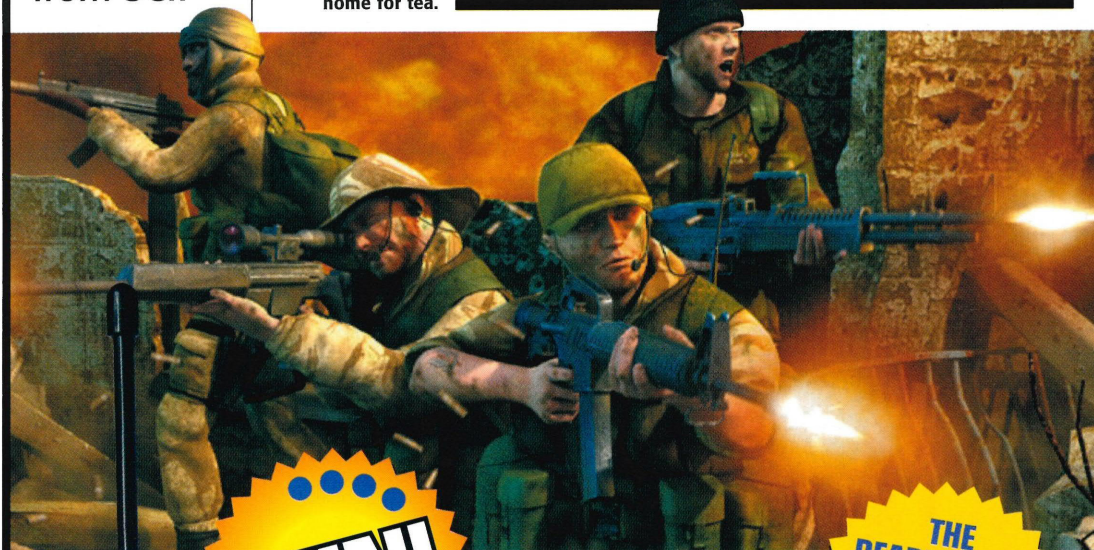
Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

COMPETITION

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Conflict Desert Storm II finally comes out this month and is the most authentic experience of Gulf War shenanigans you can get on the GameCube. Use your squad of highly trained operatives to infiltrate Baghdad and reclaim the streets for the people. While you're there try and look for those weapons of mass destruction that George and Tony still haven't laid their hands on.

It's up to you which team you pick but we recommend the British – stiff upper lips and accents like farmers – these are the boys to get the job done.

When you're done with the game then the real fun starts. Look at the good use of night vision in *Silence Of The Lambs* and, er, *The Blair Witch Project*. How cool is that going to be! Checking dark alleys for would be assailants, reading at night, and looking like a bit of a loon with a pointy thing sticking out of your forehead.

Anyway courtesy of SCI you could win:

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- WITH VOICE AND MORSE CODE FUNCTIONS
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- CONFLICT DESERT STORM II T-SHIRT
- A PAIR OF CDSII-BRANDED WALKIE TALKIES WITH VOICE AND MORSE CODE FUNCTIONS

To win and live out your stalking fantasies answer this question which glows in the dark so you can see it at night*:

- Q WHICH TWO ELITE UNITS CAN YOU PLAY AS IN CONFLICT DESERT STORM II?
- A SAS AND DELTA FORCE
B ANDY MCNABB AND CHUCK NORRIS
C MARIO AND RAMBO

*This also is not true.

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Next Month... Next Month... Next Month... Next Month...

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KILLER 7

➔ KILLING IN THE NAME OF... CAPCOM!

Capcom's third GameCube exclusive never did turn up did it? Now set for June in Japan, **CUBE** gets a closer look at the mysterious and violent world that the Kobayashi/Mikami/Grasshopper collaboration has chosen for itself.

AND THEY'RE IN ENGLISH TOO

➔ AT LAST, ADVENTURES WE CAN UNDERSTAND...

There are no doubts as to the quality of *Final Fantasy* and *Harvest Moon*, but next month we'll be playing the English versions. Blimey, we could well be in danger of knowing what we're doing!



RPG
HEAVEN!

INTERVIEW

➔ TAKE A LOOK THROUGH THE STUDIO EYE

CAULDRON GAMES

We fly over and brave the cold in the unlikely Slovakian development home of Cauldron Games. Join us as we tell stories of brave warriors and the time when Chandra was mistaken for Craig David...

SOLUTION

➔ IT'LL FINALLY BE FUN CRACKING THIS ONE

FINAL FANTASY: CC

Now that we've got it in English we can get to work on cracking the little blighter. Expect the most definitive guide to come from these very pages and right to your eyes.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

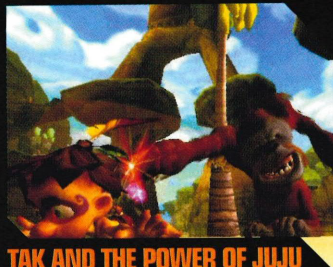
Definitive reviews of **ALL** the latest GameCube titles, including:

THE
BIGGEST
GAMES!



TURTLES

Geez, how long do we have to wait for this thing?



TAK AND THE POWER OF JUJU

THQ's guide to surviving in the jungle with no pants.



SPAWN ARMAGEDDON

Spawn kicks the crap out of everything... then stops to ponder.

PLUS



Mario Tennis
Resident Evil 4
Killer 7
Star Fox Armada
Pac-Man Vs
PSO III
Geist

Metroid Prime 2
Pikmin 2
Naruto 2
Pokémon
Channel

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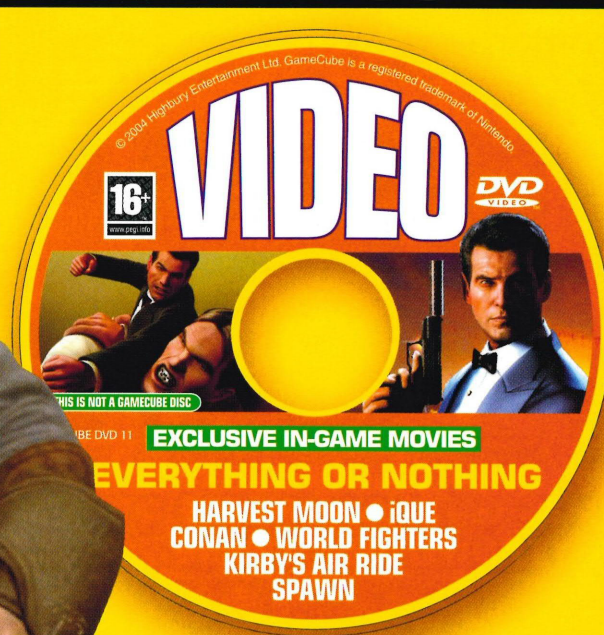
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Every month we'll be bringing you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto — it's all sorted! Pretty good, eh?

Oh, if you've got any games in particular that you need cheats for, just email us and you never know — it may just happen.

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CHEATS DISC



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- PSO III
- TURTLES

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6. Drugs Survey - do they know more than they should?
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BACK ISSUES

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

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ISSUE TWENTY THREE

A huge, World Exclusive look at *Rebel Strike*, six pages of *R: Racing Evo* goodness, exclusive reviews of *F-Zero GX* and *Mario Golf*, a massive EA feature, and a full guide to *P.N.03*. Nothing compares.



ISSUE TWENTY SIX

The green issue, oh yes. Solid Snake gets a right In-depth probing and what is quite possibly one of the largest reviews sections ever - 15 games. And the first part of the *Rebel Strike* guide. Bliss.



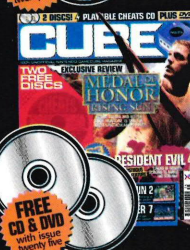
ISSUE TWENTY FOUR

A massive eight-page review of *Final Fantasy: Crystal Chronicles*, the latest on *Metel Gear Solid: The Twin Snakes*, *Killer 7* and *Mario Kart* plus a PAL review of *Soul Calibur II* with detailed moves list!



ISSUE TWENTY SEVEN

Like *Splinter Cell*? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on *Pokémon Colosseum*? You got it! Plus the first three page review ever in *CUBE* of *The Sims: Bustin' Out*. Wow!



ISSUE TWENTY FIVE

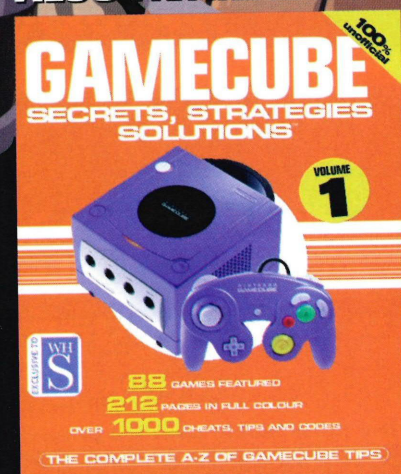
Medal Of Honor: Rising Sun and *SSX 3* both get the Star Game treatment, *Worms* goes 3D, *Bionicle* takes a slapping, PAL *Viewtiful Joe* reviewed and *F-Zero GX* is ripped apart in the tips section.



ISSUE TWENTY EIGHT

Would you believe it? A bunch of hairy games journalists banging along to a monkey? Not as perverse as it sounds though, just the first review of *Donkey Konga*. Plus reviews of *Pokémon Colosseum*, *Rogue Ops*, and *Baten Kaitos*!

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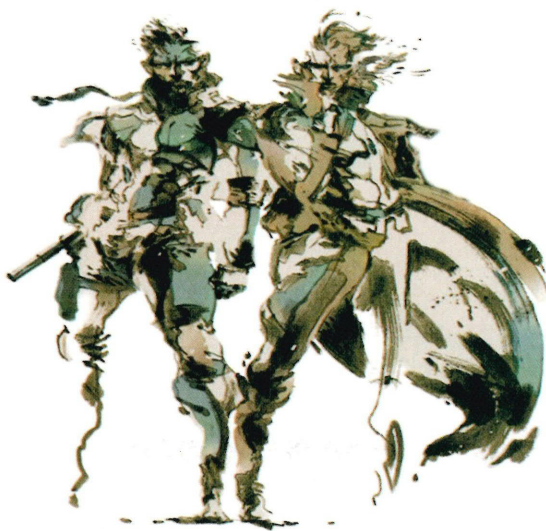
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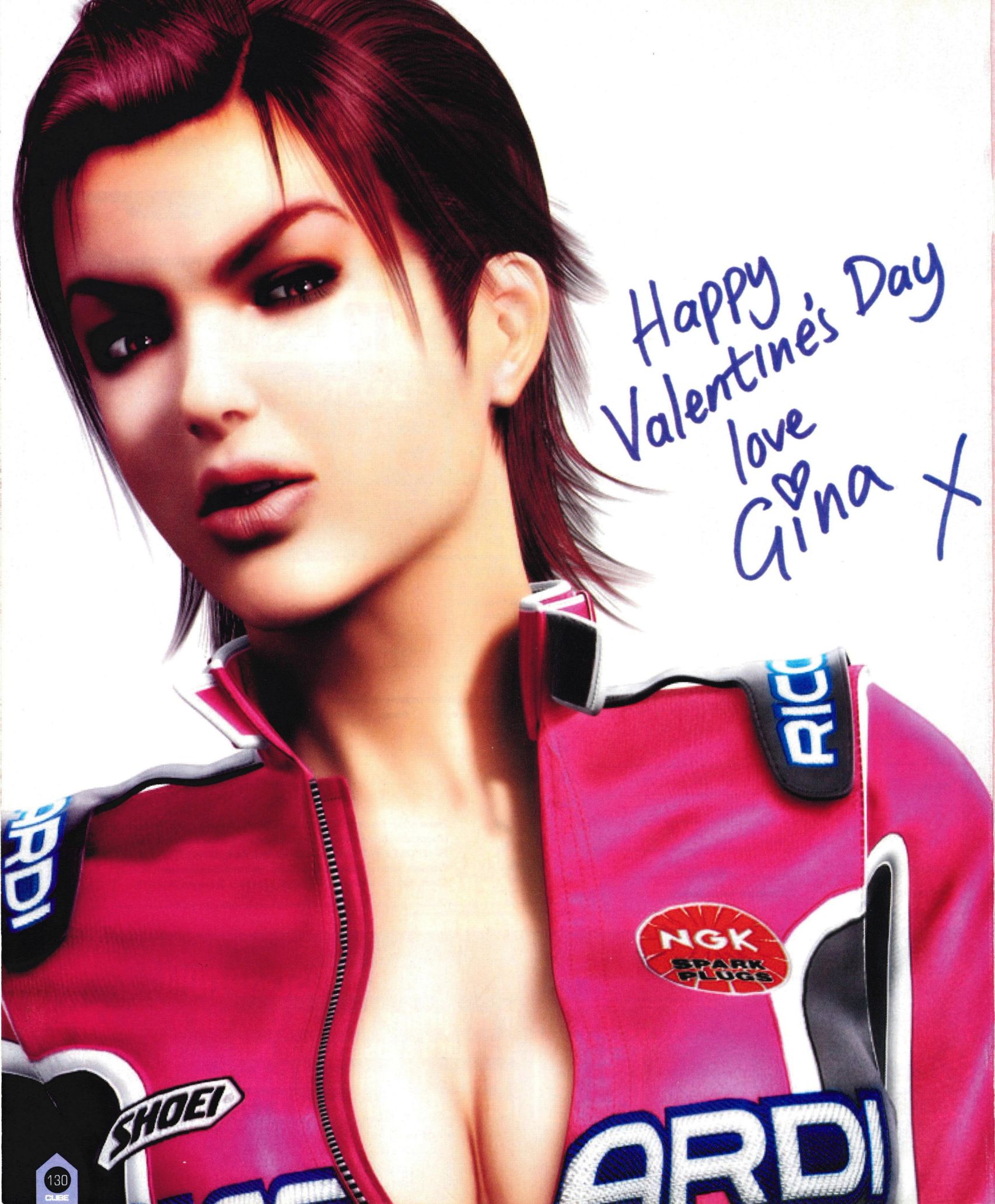
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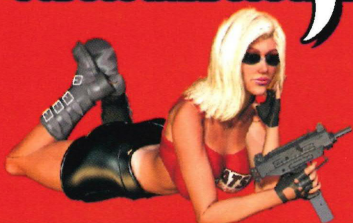
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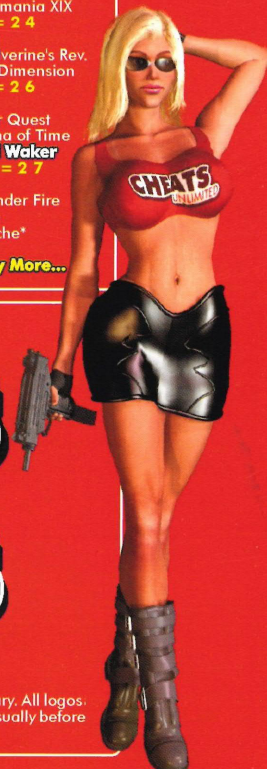
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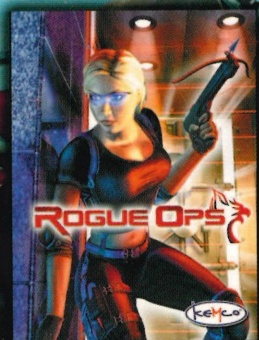
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